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ELECTRONIC GAMING MONTHLY

9.9.99

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Dreamcast

27 Pages • The System • The Launch Games
How It Will Change The Internet Forever

Games Inside:

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Ecco The Dolphin • Tekken Tag Tournament
Pokémon Snap • WCW Mayhem • StarCraft

EGM 122

September 1999
\$4.99/US \$5 Canada





www.playstation.com



E

Requires Dual Shock analog controller!



It's apt anarchy and it's up to you to stop their banana-faced mayhem. You'll blast down over 300 heavily-armed, you'll drive a tank, wear a Remote Control Car, you'll even launch an aerial attack in a propeller-powered SkyDiver. You'll use plenty of anti-age devices like a pomade-puncturing Brain Claw, a stasis Ringlet and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the Dual Shock® analog controller. Prepare yourself! Things are about to get hairy.



Not an official PlayStation brand or licensed controller. Featuring the "Analog Control" logo. Analog mode only. May not function or perform as may be advertised. Always use Sony's one-year limited warranty. For legal, visit us at www.playstation.com. As for the tank driver, that's a different story.

» OPERATION:
CYBER BARRY

DESTINATION:
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STATUS:
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Gameover * *Gameover* * *Gameover* * *Gameover* * *Gameover*

16 TOTALLY WHACKED FIGHTERS

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2
RUMBLE
BOXING**

SALUA TUA

STALKED BY HARPPOON-TOTING WHALERS

vs.

AFRO THUNDER

THE BIGGER THE 'NBO, THE HARDER THEY FALL

Gameover * *Gameover* * *Gameover* * *Gameover* * *Gameover*

READY TO GET DOWN & GET IT ON.

READY TO RUMBLE



TANK THRASHER vs. BUTCHER BROWN
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NO MOUNT COMES FROM THE HORN



IN-GAME ANNOUNCEMENT BY • MICHAEL BUFFER •, THE VOICE OF CHAMPIONS



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MAY THE FISH BE YOUR ONLY SHARK IN CIRCLES
NOT ALL ANGELS COME FROM HEAVEN



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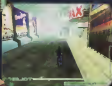
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Sega Dreamcast



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- PlayStation Magazine



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Croc battles along pathways, and scares away those...



Croc picks up and throws objects to discover hidden chest!



Letters to the Editors

Boys Vs. Girls

Are girls better physically at games than guys are? I mean, are they better equipped to beat the Bowlers, Dr. Wiles and Roboconks of the world than I am? I used to think I was pretty good at games but then I met my "supersmart other" who promptly beat me at StarFox and is now locking my butt at WWEFace. Is she just better equipped physically or do I just suck? I don't think games should just being labeled for girls...girls just need to start playing more games. If they would just try it they'd like it. Maybe it's just a case of games not being "hip" for girls to play. I hope not because it would be a sad world if that was the case and I think not because all of my chick friends play games and love them. Maybe they should start more advertising campaigns directed at female gamers or placing ads in more "chickie" magazines. I really hate it when she beats me but I like it [lol...it keeps me competitive and I like being an opponent I hate and love at the same time.

tblkboard@yahoo.com

Girls Vs. Boys

OK, I'm writing because my boyfriend @ mail.tblkboard@yahoo.com just told me that he wants and asked you guys if "girls are physically equipped better than guys" (for some thing like that) to play video games. He asked that I beat him at StarFox and WWEFace (he didn't notice sometimes other games). Well, not just beat him—beated the crap out of him. That's such a load of bull, just because I'm so good at video games, it not better, than him (or, in general, any guy, but this is specifically aimed at him for now).



LETTER OF THE MONTH

NightmareCast?

Will the Dreamcast save Sega? Only time will tell, but from the way things are going already, I think I know. Many might have hoped for a great system from Sega, but what they got was a product with many flaws, and a competitor that had it beat in every department. After a few years, Sega threw in the towel, and began to

by coming out early, and that was possibly their only advantage. Sega is also probably hoping that by releasing games like Ecco the Dolphin, and releasing new versions of Sonic, the Hedgehog they can get support from long-time Sega gamers. This might help a little, but the problem is that the long-time Sega gamers are the people Sega hurt the most when they released the Saturn. Many might not

"Unless something is done, the dream Sega cast will become a nightmare."

Computations: You're an Intellect Centerist. You will be scoring a Nintendo 175 on Super Stick 2400 or a Starified Pro 447 (2004).

See page 10 for official rates.



comparate its efforts on making a next gen system that would come out before Sony and Nintendo could get anything new on the market. They succeeded, but at what cost? Sega's new system will come out earlier than all the other systems, but it will still be at a disadvantage. Not only will Play Station 2 and X-Box be better than Dreamcast, they will be light-years ahead. Sega gets little help

went to take a chance on Sega again if the recent polls mean anything. Sega is really in trouble. Interest in the system is down now that Sony and Nintendo have announced their new systems, and gamers would rather wait a year than spend their money on a system that promises little in the future. Unless something is done, the dream Sega cast will become a nightmare.

Chris Vinard
tblkboard@aol.com

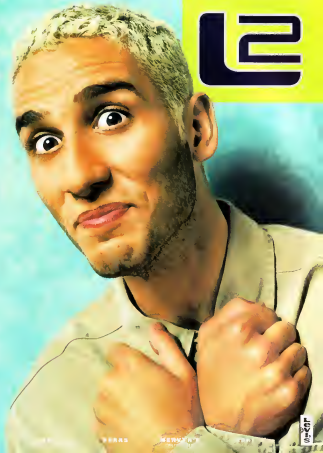
In truth Chris, you're probably being a little melodramatic. As this month's cover feature illustrates, the Dreamcast is the most exciting thing to happen to video gaming for a couple of years. Sure, the PS2 and the Dolphin will be more powerful

machines—but the games Sega is bringing us this year all look superb. Can we suggest you stop worrying about the past and just enjoy the game? They are, after all, what is most important. Playing online is going to be a blast.

doesn't mean it's only because I'm "better equipped" which, by the way, I'm not. He should accept that I'm a good player, and that the not kicking he received was given fairly, by practice and hard work alone. I just thought that if you printed his letter, this would be a nice follow up from a female perspective. And if you do happen to find out that females are better equipped, it would be good for my sake of things if you withheld it.

Rachel Richardson
mawg@yahoo.com

We're not entirely sure what you might mean by being "better equipped" but we do know that guys and girls are better at different kinds of games. In a lot of psychological studies conducted over the years it has been proven that girls are better at spatial reasoning tasks than most guys (and this is somewhat proven by most women's amazing abilities with games like Tetris and Bejeweled). On the flip side, guys tend to (generally) have somewhat quicker reaction times. This isn't always the



10

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NEWS

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All track appears courtesy of Goodfellow Records. Photo by Joseph Gallo.





LETTERS

to fall in love with you. Sound boring...HELL NO! One game in particular is Sakai-san's *Ra-Mortal*, which I recently got for the DS DS. The only problem is that I can't find any English versions anywhere so I'm forced to play a great game I can't even understand...but there is the best part. You don't have to understand the game to be addicted to it. I'm hoping this letter will shed a little exposure on this neglected game so those an English version will someday be made in here. You know what I mean? Right?

Justin Torres
jordanthoraxo@gmail.com

Our boy Chris Johnston is with you on this one, but we're pretty sure most U.S. gamers will let this pleasurable remote enjoyably ignore.

Shawn = Kurt?

It's just me or does Shawn look like the late, great Matt Cobain with his long hair and goatee?

isaiah_rodriguez@yahoo.com



I've heard this before. True, I do enjoy fumbling with a guitar and true, I like Nirvana songs sometimes, but...
a) I've never used for him
b) long hair and goatees are quite common (John D. can attest to this).
So I think that pretty much clears things up.

—Shawn

You're also not dead. Which is fairly important.

—John D

Megabits or Megabytes?

I just read your Resident Evil 4 preview issue #123 and all I have to say is, "HELLO!" You said that RE4 is 64 megabytes, twice the size as the *Legend of Zelda: Ocarina of Time*

"I'm forced to play a great game I can't even understand."

If it's not mistaken Zelds was 2GB in gabytes and there has been many others that were 1GB and 2GB megabytes. So what's the deal? you_messin@earthlink.com

When we said that RE4 would be a 4GB cart...this means that it would actually be 3GB megabits. If you read your computer science classes at school, a byte is equal to eight bits (a bit being simply either a one or a zero). Therefore one megabyte is eight megabits. Scale it up, and there's the reason for the confusion. Why are carts measured in megabits? We guess it's because it sounds more impressive!

Sherry Birkin

Your post really peaked this time. In the Resident Evil Reunion in last month's

issue, you erroneously stated "Sherry Birkin." She was actually the daughter of the scientist who developed the G-Virus. Her last name was "Birkin."

Troyman Starbuck
tstarbuck@earthlink.net

Crash is not been given credit as early for his tactical slip-up. He has been forced to play Superman for a limited periods of time without breaks. All cry of you who e-mailed us...thank you. You may stop now.

LETTER FACTS

- Number of e-mails about Dreamcast: 000
- Number of people complaining about Sega Blair 4
- E-mails about Sherry: 3
- Number of people who ignore basic spelling and grammar rules when writing to us: 2 (lol)

EDITOR ART

WINNER

Chris Ben Chen
Brooklyn, NY

Congratulations, your prize is on the way in ASCII Speculated Control Pad for the PlayStation 2 features right-like controls for all buttons and also motion for those leisure moments.



The ASCII Control Pad

Put your creative skills to the test by designing me a 3D mousep (I'm using banana type) with your own unique touch. Send your letter at 10.



EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338

All entries become the property of EGM and will not be returned.

Close, but no controller

Had luck to these guys, better luck next time. Feel free to e-mail us or tweet as well. None of our messages are e-mails these days...don't miss out!



Christopher DeLoe, Aurora, CO



Mattias Dillard
Hollywood, FL



THIS IS THE HEART.



Sega Dreamcast

THIS IS THE SOUL.

SOUL CALIBUR



It's the game that will turn you into a proud owner of the Sigs. Discover the Soul Calibur gets weapon-wielding warriors from around the globe in the ultimate fighting game experience. One that *New Generation* calls "the new benchmark by which all other games will be judged." Soul Calibur from Namco, Best Dreamcast, are made of this.

namco

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mega
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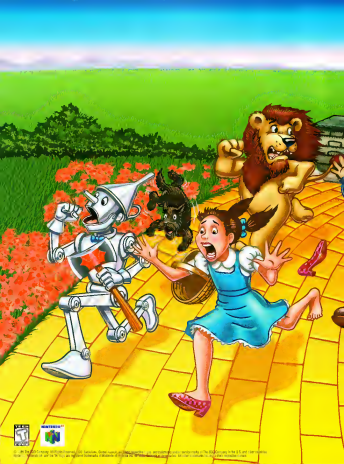
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ELECTRONIC ARTS



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Press Start

The Hottest Gaming News on the Planet

No Longer Fantasy

Square's Final Fantasy series has captivated millions of gamers for years. In 2005, Square will try to work the same magic that has reigned in games with movie audiences. That's when Final Fantasy: The Movie is scheduled to hit theaters around the world.

The list of actors who will be providing voices for the movie were recently announced, and include such heavyweights as Alec Baldwin (The Plant for Red October) and Ving Rhames (Mission: Impossible). Other cast members include Ming-Na Wen (Mulan), James Woods (Contact), Donald Sutherland (Bigly the Vampire Slayer),



Illustration by Chris Johnston



The PlayStation 2 stars of this old man, known affectionately as Charlie, is one of the characters reportedly in the FF movie. Will Donald Sutherland give him a voice?

Steve Buscemi (Armageddon) and Ken Gwyn (Prowl). A lot of big names for a movie based around a video game world, eh?

The \$20 million project is currently under way at Square's Itsumi-based studios, although it won't be out for another two years. Don't expect to see characters you know from previous Final Fantasy games, as the movie will star a whole new cast of characters. It is expected that a game following the events of the movie will be released simultaneously, but that's still a rumor at this point. Just seeing Donald on the big screen will be a treat to make Square fans get weak at the knees.

If that's not enough Square for you, Final Fantasy will hit the U.S. on Sept. 7 (just two days before Dreamcast touches down),

with Anthology following it in October. The release of Final Fantasy Anthology will not only include Final Fantasy V (never released in the U.S.) and VII (in the U.S.), but also a special CD of selected favorites from both games. Square recently held a poll on its Web site to determine which songs fans wanted to see on the CD.

Final Fantasy VII, arguably the PlayStation's most popular RPG to date, was recently added to Sony's lineup of Greatest Hits games. The three CD quest can now be found wherever PlayStation games are sold for a mere \$60.00. If you missed it the first time around, it might be worth playing before Final Fantasy VII comes out. 

www.squareenix.com



Before Crash Bandicoot landed on the scene, this bloody-looking guy (called Polygon Man) was the first mascot for the PlayStation. He was abandoned as the spokesperson shortly thereafter because of his glib/oral-babble ways.

PIXEL FLIGHTS

Mario at the Movies

Doc (1984) - The granddaddy of them all! Excellent story of a computer whiz who gets "hooked" on a machine he stole back the video games he created.

Angelic (1987) - Cult film "legend" (or Doc Baker [Mitsuda]) is a classic story of parents trying to put the smack down on kids playing too many video games.

Click n' Drag (1988) - ET's Henry Thomas teams up with Cathy Cushman for a game of espionage that turns into reality.



The Last Starfighter (1984) - Arguably the best of the video game films, where an ace game player saves the universe from doom.

The Wizard (1989) - Remember when that Savage was cool? OK, maybe not, but this movie gave people a first look at Super Mario 3.

Super Mario Bros. (1993) - Koji Yashima and John Leguizamo star in the poor attempt to bring the duo to the big screen.

Street Fighter: The Movie (1994) - John Kani (who is in this next movie) and Jean-Claude Van Damme in another poorly scripted version of a popular game.

It's Raining Pokémon

There's some good and bad news this month in the world of Pokémon. First, the bad: Pokémon Stadium, originally scheduled for release this October, has been delayed until March again. The reason for the delay? According to Nintendo, it's too urgent to do the lineup of Pokémon games, so fans will have something to look forward to early next year (as if Pokémon Gold and Silver aren't enough). So until then, keep training your Pokémon...as soon as you know it, it'll be March and you'll get to battle them in 3D.

Now the good news—along with the release of Pokémon Yellow in the U.S. on Oct. 29, Nintendo will release a special limited edition Game Boy Color. This will only be available as a bundle with Pokémon Yellow for \$299.99. The look of this particular GBC is very similar to one released earlier this year to commemorate the two-year anniversary of Pokémon in Japan. That particular one was sold only at the two Pokémon Center stores in Japan (Osaka and Tokyo).

If that wasn't enough, the Pokémon album has hit store shelves. It's called Pokémon 3.5 A. Master and has 13 tracks like the album's opening theme, Pokétrip, "What kind of Pokémon Are You?" "Double Trouble (From Red)" and more. The album will be featured as music boxes this fall in place of the Pokétrip. More good news to report along the Pokémon front.



The U.S. limited-edition Pokémon GBC (left), the Japanese Pokémon Center GBC (right) and the Pokémon TV series soundtrack.



Pflichter's Summer Vacation, the short movie that played along with Master Siro's Book in Japanese theaters will accompany it in the U.S. too!

www.pokemon.com

RE Demo for Dino Crisis

A demo of the highly anticipated PlayStation game Resident Evil 3 Remake will be included on the first (and only) cover of Capcom's Dino Crisis. Ward has it that it will contain approximately the first half hour of the game.

www.capcom.com

New Mario for Dolphin?

Nintendo recently revised its release plans in Japan, forcing many of the games planned for 3.5.00 release to carry over (Diddy 64, Super Mario RPG 2 [known as Super Mario Adventure in the U.S.], Star Emblem 64 and Mother 3). Rumor has it that 64 is the setup for Mario 64, originally planned for release on the 64DD. It's now expected that the title will skip the 64G altogether, becoming a launch title for Nintendo's Dolphin, which will be released next year.

www.nintendo.co.jp

DOLPHIN DREAMS

Do you think the Dolphin should sport a more high-tech look than the Nintendo 64?



Source: Nintendo.com web poll results as of 10/20/00



PRESS
START

DEVELOPER PROFILE

Paradox Development

Location: Westlake Village, Calif.
Web Site: www.pdx.com



Who They Are: The team (from left to right): Top - Dave "Duke" Dillman, Ben Corvino, Dino DeLuca, Ben Katcher, Kristian Hedman, Kevin McNeil. Bottom - Paul Ino, Aaron Gallo, Chris George, Christine Ross, Peter Johnson, James Gamba.

Number of employees: 22
Genre(s): Wu Tang: Shaolin Style (PS), Thrill Kill (PS), Shockwave Assault (Square PC) and Blastburn (3rd [Xbox])
Games other team members have worked on previously: Skeleton Warrior, Pit Fighter, Street Sports Football, Tecmo Sports Hockey and Adventures of Batman and Robin

Most challenging aspect of making a fighting game is: Getting up the spilled blood! In real life, it would have to be keeping Ben Katcher (our lead developer) from adding more to Alpha male status!

The cause for Wu Tang's Shaolin Style came from: When we started working on our game engine, there was no four-player fighting games available. Wu Tang Shaolin Style came about when Activision approached us with the idea and it worked out great because the Wu Tang Clan's martial arts credibility fit so nicely with the four-player concept.

Our favorite game to play in the office (and by us): Right now, it would have to be Quake II. Demo, Dungeon Keeper 2 and EverQuest.

Favorite snack food(s): Fruit by the Foot and yogurt from Brian's Deli!

Music that inspires us around the office: James' extensive library of MP3's! Ranges from Vanilla Ice to A. R. Rahman.

Team motto: If you can't repeat the bug, it doesn't exist.

56

HOT NUMBER

...and for units of PlayStation 2 the choice have been sold worldwide according to Sony. A surge in European sales is credited for the jump.

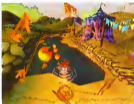
PlayStation Emulator Arrives In Stores

Seemed like it would never happen, but the much-battled PlayStation emulator Bleem! has arrived on shelves in stores such as CompUSA, Fry's, Electronics Boutique, MARS and Virgin Megastores. For \$29.95 you can play PlayStation games on a machine that's this good: PC (Pentium 166 MHz/8000 or higher), 25MB of RAM, an CD-ROM drive, sound card and 3 MB of HD space! If you've got a machine decked out with 3D capabilities, you can take advantage of Bleem's 3D enhance mode, which sharpens the look of game polygons so much they're unrecognizable.

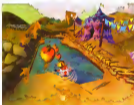
Programmer Randy Lindell began development on Bleem! a year and a half ago and teamed up with who is now Bleem's President and CEO David Herpelstewer. Since the first beta was released over the Internet, Bleem! has been the subject of speculation, intrusion and litigation. Sony's lawyers took issue with the emulator earlier this year, and Bleem has filed numerous court requests for restraining orders, all of which have been denied so far.

Herpelstewer told us that they're positive Bleem! will emerge unscathed by Sony's suit. After turning over source code, documentation and other material, Sony has still not been able to prove that Bleem! has violated any copyright laws. "We're real confident it's almost silly at this point—the attorneys feel like, there's just no point in going on," he says. "We won." They're really good about it. We hope that'll translate into a victory in court. But [Sony] could drag this thing out forever. I hope at some point they'll stop," he says, the company never intended Sony to see it as a threat.

At this point a lot of games are compatible, but there's still work to be done, and Herpelstewer says that the product will never be "finished," so there's always something that can be added to it.



Crash Bandicoot: WARPED, here it looks as a standard PlayStation (above) and using Bleem's 3D abilities (below).



The company hopes to add more features in Bleem! over the coming months including Dual Shock support, and Direct 3D enhancements for many of the top games.

www.bleem.com





PRESS
START

"If somebody was to burst into tears as a result of experiencing a next-generation PlayStation game because of the raw power of the emotion that is inside the product and storytelling, then we will have succeeded in our jobs."

-Phil Harrison, from the Defeat PlayStation Underground disc

Pac-Man Fever Strikes a Second Time

Illustration by Tom Robinson

"I've got Pac-Man Fever, I'm just out of my mind!" These lyrics, penned by Jerry Buckner and Gary Garcia, signified what just about every game player in the U.S. was going through in the early '80s. Their album, *Pac-Man Fever*, contained eight songs all inspired by video games from the era where there was no such thing as a player's "reading."

It began in 1981 when the two were swept up—much like the rest of the country at the time—in the Pac-Man craze. They put together the song *Pac-Man Fever* and began shopping it around to various record labels, but none were interested. That is, until after an Atlanta, Georgia DJ played it on his morning show. The fever then quickly caught on.

After the song became such a hit, they found inspiration in other games as well to fill an album. "We wanted to have some great pop songs. We took the [games] that we thought were of the most popular [and] that we could do the most with. We tried real hard to make each song different." CBS released the record in 1981 which included the original hit and seven other songs like "Froggy's Lament," "Koko to a Caterpillar" and "Do the Donkey Kong." Each featured sound effects and fun music from the original arcade titles. Other games featured include *Hyperdude*, *Pelender*, *Moontrap* and *Berzerk*.

About three years ago when retrospecting started to come back, interest in the record was renewed. "We assumed CBS would put it out, but they never did," Buckner told us. "Then last summer, who contacted us because they were doing a thing on '80s groups and they did a little thing on us 'Where Are They Now?' and that prompted a lot of response from people and we saw there was a really good market. So we made the decision to go in



and record it if it wasn't an easy decision—it was a lot of work to go back and do it and we really wanted to make it as close to the original as possible."

Copies of the original had been selling for up to \$500 on internet auction house eBay so a release on CD has been just what retro gamers and nostalgic buffs have been waiting for.

This summer, the two reissued the album on CD themselves. It's available now through the direct Web site for \$19.99 plus \$3.99 shipping and handling.

This is just the beginning of Pac-Man's return. Namco will bring Pac-Man back to the PlayStation in a new game later this year to celebrate the 20th anniversary of the original and Game Boy Color versions of both *Pac-Man* and *Ms. Pac-Man* are due out by fall. His first new game since the SNES days.

"The response to it has been real good. A lot of people are ordering it and they seem to be

real happy with it," Garcia said, to which Buckner adds, "We're getting a lot of comments from folks. It's a real feeling. It's so much fun to be doing it again—it was fun the first time and it's fun again."

The two still write, produce and work in the recording studio. So is there a chance for a follow up album featuring songs about today's video game stars? A *Alan Craft Fever*, perhaps? Buckner told us, "We've certainly talked this idea around and talked about it, and would love to do it. We just have to see if it would make any kind of sense. What do you think?"

www.bucknergarcia.com

WORLD RECORD

The Perfect Pac

The world's first perfect score in Pac-Man was achieved on July 1, 1999 by Florida hot sauce manufacturer Billy Mitchell. Six hours and one quarter later the game's maximum attainable score—3,333,300 points—was complete.

"It's like last Armistice waiting for the news," Mitchell (who also holds the world record on *Donkey Kong*) explained. "No matter how many people accomplish the feat afterward, it will always be Armistice who will be remembered for doing it first." Mitchell's record will remain the most edition of the *Fast Colossal Video Game* at Pinball Bowl of World Records.

www.twingetwines.com



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PRESS
START

TRENDS

The 6400 Returns



Nintendo has revealed its plans for the 6400 in Japan, which now include it being used to connect players to a nationwide network for downloading games, surfing the Net, a playing console and more. Called the Internet network, it's scheduled to go live Dec. 1, barring any further delays. One of the first titles available will be the F-Zero X track editor. It's set in the month, but the U.S. version of *Final Fantasy VIII* will have Pocket St. as an option. Sony's memory card-sized handheld won't show up available until at least 2000, but at least those gamers will get to utilize that particular feature of PSP. Sega has made it official—*Metal Gear Solid* is one of the games it plans to bring to the PC, though it has partnership with Microsoft next year. Remco is currently all work on a new game in the *Time Crisis* series exclusively for PlayStation 2 to be released next summer. THQ's second *MMA* title will hit Japan on Sept. 4. ESP will publish the shooter, called *Bakuretsu Matsuri Bangai-hi*. It will be limited to only 10,000 units. *Dragon Quest 3* and a new being reborn into one game *Ray Color* cartridge for release on Sept. 23 in Japan (hopefully this'll) come out statewide. Sony-Mitsubishi Co. Ltd. announced a cellular phone game service in Japan for the Game Boy, which will allow users to download games via their cell phone to play on the go. *Star Gladiator* a has been confirmed for a Broadway release...The classic B for game *Blaster* file size will soon be returning to consoles. A PlayStation and Game Boy Color update of the game is in the works by Sunsoft, for release in December in both the U.S. and Japan.

VIDEOGAMES.COM POLL

Do you think the Dolphin's controller should feature a graphical memory card like the Dreamcast has?

75% YES

25% NO

Source: Videogames.com poll, 8/14/00

Acclaim Sponsors Quarterback Attack

On May 23, Acclaim Entertainment, in conjunction with Spalding athletic equipment and PLAYERS INC., hosted the 4th annual NFL Players Rookie Protest, bringing together the top 24 NFL draft picks together to play and promote *Quarterback Club 2000*. As it happens, EGM was the only magazine covering this event as the top game players in the draft fought for the grand prize—a 1999 BMW Z3 (top's car in GoldenEye). Among the semi-finalists who survived the initial elimination rounds were Northwestern University wide receiver D'wayne Bates, Ohio State cornerback Antonio Winfield, Michigan State running back Seadock Invis, North Carolina defensive lineman Ebenezer Okuban, Baylor University QB Shawn King and University of Washington quarterback Brock Huard. We passed 'em a few questions. Here's what they had to say:



University of Washington QB Brock Huard shows off his football skills on Acclaim's *Quarterback Club '99*. Huard walked away the tournament champion.

EGM: What do you expect to see in your program when you're in the game?
D'wayne Bates: I just want all my stats filled up to the top.
Winfield Invis: Let me be the "go to" guy.
Brock Huard: Just make me "clutch."
Ebenezer Okuban: "W" 4", 240, 4 3 speed."
EGM: Now that games like *QBC 2000* are more realistic than ever, do you see any improvements that could be made?
D'wayne Bates: I don't think it can get better than this. We can feel the receivers, it's so realistic, with your man running sideways.
Ebenezer Okuban: They need to do something with the offensive subames, no QB is gonna run 70 yards off a booting (Note: Ebenezer lost after Brock Huard ran a booting for 70

yards, eliminating him from the field.)

EGM: Do you think your knowledge of football helped you in the tournament?
Brock Huard: I definitely think I had a little advantage being a quarterback. It's not a coincidence that the two finalists are QBs (Shawn King being the other one). The game was definitely exciting.

When it was said and done, Brock Huard topped all and drove off in a shiny new BMW Z3 with his new-found wife.

www.acclaim.net





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www.nfl.com





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Walk on
the Deadside



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PS2
START

"Companies with huge development teams think the best use of PlayStation 2 is to fill a DVD with artwork."

Jeremy Langley of U.S. developer Best Toys

TIPS & TRICKS

Deck Full of Croft



Tomb Raider was just the beginning of turning video games into collectible vinyl games. Proseware Entertainment plans to bring Boba Fett's "grave robber to celebrities everywhere" in August (just in case for GenCon). The company says the *Clash and Crash* Approved game and planned expansion sets will capture the feel of the video game. Look for it where you buy collectible (vinyl) games.

www.besttoys.com

TOP 10 SACKED PICKS

- 1 *NBA Showtime*
Atari
- 2 *Golden Boy* (business)
Atari
- 3 *Frank's Zoo*
Atari
- 4 *Street Fighter III: Third Strike*
Capcom
- 5 *Loopy Leo*
Atari
- 6 *Hydra Thunder*
Atari
- 7 *Fencer 200 Challenge*
Sega
- 8 *Snail Gallop*
Atari
- 9 *Beats Queen Revolution*
Atari
- 10 *Wii Blast '09*
Atari

Craving the Future

Shadow Madness, Jade Caravan and countless Game Boy Color titles. What do these all have in common? They've all come from Freshman video game publisher Crovo Entertainment. COB spoke with Nina Tighvari, CEO and founder of Crovo Entertainment about the company's past, present and future.

Q&A: How did you get started in the video game business?

Nina Tighvari: In 1994 I started selling some Atari video games that I had on consignment in a swap meet/ flea market. That's how I got in the game business originally. I sold product for Atari, Intellivision, ColecoVision. In '94 I decided to come back and take the business that I had started with my father that he had carried through in the swap meet and took it out of the swap and built our company.

Q&A: What are some of the difficulties of being a third party publisher today?

NT: The biggest challenge is the amount of time and how much it costs to market and develop a great game.

Q&A: Would you characterize Crovo more as a company that develops and publishes its own games or one that primarily brings Japanese titles to the U.S.?

NT: Crovo is an emerging publisher. Our strategy is two-fold—we have capitalized on our relationship with other publishers to bring existing and well recognized brands such as Gen, Animate and Bandai to formats like the Wii and Game Boy Color. We also have Japanese products and relationships where we bring products that are in development in Japan, and we also plan on establishing our own franchises long term as well.

Q&A: Is it difficult now to find good Japanese products to license for the U.S.? Is there a lot of competition there?

NT: There's definitely other publishers out there looking for products. One of the advantages we have is that we have a lot of direct Japanese producers here as well as full-time Japanese natives on the acquisition side, helping us with our Japanese relationships. Further, our distribution strength—natively a lot of the smaller publishers. So the combination of our Japanese whomever that internally as well as our distribution strength has enabled us to really make some strategic partnerships with



prominent developers in Japan. Some of which haven't even been announced.

Q&A: What do you hope Crovo's next big product will be in your Market as *Yaku Nakem*?

NT: I think from ones that have been announced, Jade Caravan is one we have very high expectations for in addition to that we'll be making a couple of announcements soon, one I like in particular is a Japanese title, that is going to be a very big hit for us as well.

Q&A: What are your plans for systems like Dreamcast, Dolphin and PlayStation 3?

NT: We feel that it's our job to make great games. We will continue our efforts for every viable platform. Particularly console because we're a very console-centric company.

Q&A: Do you think there's money to be made in making niche titles?

NT: There's absolutely money to be made in the marketplace for hits in the niche business. A good example of that would be a game like *Beef Fishing* by Nintendo which just recently sold over half a million units and had just become a *Savvy* Hit product for the PlayStation. We believe there are other niche games in a similar vein that could have that kind of success. Are we only going to be focused on niche products? No (but are there niche products similar to *Beef Fishing* that we think we could position in the market and be successful? Yes, absolutely).

www.crovo.com

Last-Minute Updates



All the very last minute (almost literally) we got these new shots of *Castlevania: Order of Ecclesia* that we had to share. Originally, this was a launch title but is currently scheduled for release in January 2008.



These are screenshots of *Chrono Cross-Square's* long-awaited sequel to the 16-bit RPG *Chrono Trigger*. Look for more on *Chrono Cross* and *Castlevania* in *IGN #123*.

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PRESS
START

International News

Koel Lands First PlayStation 2 Game

The first real game announced for PlayStation 2 isn't *Cash Bandits 4* or *Gran Turismo 3*. It's Koel's *Seiken Densetsu 4* (aka "Sealed Castle"), a military strategy game that will feature huge real-time battles. At the announcement, Koel showed off a video, but at this time the game was not yet playable.

Seiken is scheduled for release this winter, likely a launch title in Japan for the new system. Sony's PlayStation 2 will be shown for the first time at the upcoming Tokyo Game Show which takes place Sept. 17-19.

www.koel.co.jp



Koel's first game for PlayStation 2 is just the beginning of what we'll soon be playing.



Square...Nintendo...Together Again?

Before the PlayStation came along, Square had a long history of being a very Nintendo-system console publisher. It looks like that could soon change as a recent comment made by Square's president, Tetsuya Takahira, makes it sound like the company might once again be in Nintendo's corner. Square held an event in mid-July to allow the American press to meet with members of development behind future U.S. titles like *Final Fantasy VII*, *Saga Frontier 2* and *Vagrant Story*. The event was headlined by a speech from Takahira, who started his address with one main note—something we were not expecting at all: Square is interested in Nintendo's Dolphin.

"The gaming industry is becoming more and more exciting judging from the recent announcement of the next generation Dolphin machine from Nintendo at E3," he said.

The quote by itself could carry little more meaning than Square's surprise to hear of Nintendo's next platform, but when, how and to whom this information was presented makes it all the more curious. As previously

stated, this was his first main comment—and it definitely was not prompted by any line of questioning. Takahira clearly wanted to deliver the message of the company's excitement over the system; it was quite unexpected, and frankly a bit surreal. A large reason it was such a surprise was that he delivered this message to the American media, and for the most part tend to feed into information far more than the Japanese media. Takahira had to have known that this statement would be construed as something new.

When we questioned the *Final Fantasy VII* team on whether or not they could see the *Final Fantasy* series ever returning to a Nintendo platform, they responded saying that while the Dolphin is intriguing, they wouldn't make a decision until they had seen its final specs. Here we see it's extremely interesting to hear Square's excitement over the Dolphin system—and that they would go on record in the system's support makes one wonder just how strong their loyalty to Sony is.

www.square.co.jp

IMPORT CALENDAR

Rockman



Import Pick of the Month: Rockman

What is this, 1985 again? Rockman's 15th (known as Mega Man in the U.S.) anniversary is being celebrated in Japan to celebrate the 15-year anniversary of the character in 2000. The first of the releases hits shelves in Japan on Aug. 5 for 2800 yen (\$24) and includes a mode that gives you penalty tips and save slots like the difficulty settings and speed control.

PlayStation

- 7/29 *Guitar Hero*, Konami (Misc.)
- 7/29 *Evergreen Golf 2*, SCEI (Sports)
- 8/5 *Resident Evil*, Capcom (Action)
- 8/16 *Dance Dance Revolution* and *ReMix*, Konami (Misc.)
- 8/16 *Maximo VR 2.0*, Bandai (Shooting)
- 8/16 *Real Master Appeal 2th MR*, Konami (Misc.)
- 8/16 *Resident Evil 2*, Capcom (Action)
- 8/16 *Tommy's Mystical Dungeon*, Chun Soft (RPG)
- 8/16 *Gran Turismo 3*, SCEI (Racing)

Nintendo

- 7/29 *Air Force Delta*, Konami (Shooting)
- 7/29 *Clasico Lendin*, Clasico (RPG)
- 7/29 *Solman*, Vivarium (Misc.)
- 8/5 *Small Soldiers*, Vivarium (Fighting)
- 8/16 *Call of Heroes 2*, UBERN, Gap Systems (Sports)
- 8/16 *Gundam 15th Stage*, Bandai (3D Shooting)
- 8/16 *Play'n Music 2*, Konami (Misc.)
- 8/16 *Explosive Agents*, NEC name Electronic (Simulation)
- 8/16 *Markin 2*, Atlus (Action/RPG)

Others

- 8/5 *Street Fighter Zero 3*, Capcom (Fighting)

*So include subject to change without notice. Consult your local import store for the latest release information.



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*BACK OFF, BOYS. You'll miss me if you go.



Q • RARE

Quartermann - Video Game Gossip & Speculation

Back to a full page this month. The latter half of the year is approaching, we're past Q3, there are new systems on the horizon and the season is flowing like a particularly flowy thing. Lots of goodies for you this month, mostly centered around the Dreamcast. Still...there's something of a theme to this issue anyway, so why should I and his boys be any different?

RUMOR There will be a Dreamcast version of Drive, possibly before the end of the year. And it'll look even better than the PC version.
TRUTH The Q-apple did some digging here and were presented by people "in the know" with the following scenario: It is trouble and needs successful products. Drive is proving to be staggeringly successful on PlayStation. There's a PC version in the works and it's really easy to port PC games to Dreamcast. Seems almost inevitable wouldn't you say? The Q's probing with numerous sessions at GT resulted in lots of people making lots of "rumor" solves, which usually means we're looking up the right tree.

RUMOR Following up from last month's rumor about Soul, Razez it seems there's some truth in talk of a possible Dreamcast version before the end of the year.

TRUTH So much so that early demo versions are already already up and running and looking lovely. Absolutely no one at Crystal Dynamics or GIGAR would comment on this—but as with the Drive thing—when people don't say no, you know that something's up.

RUMOR Michael Jordan will be releasing his video games once again, but not in a basketball game as you'd imagine.

TRUTH After some good and bad efforts over the years (Chaos in the Windy City being particularly terrible), it seems that Jordan's agents are once again negotiating to bring the greatest ball player ever to the small screen. After failed attempts by BMG a couple of years ago, thanks to a \$50 million asking price, it seems likely that EA will lead the deal...but what games can we expect to see? The Q's spies have heard that the first and most likely title will be a golf game. So Razez Apparently Jordan's people are keen to play his Nike golf line. Rumor's also observed that there could be a renewal of the EA "versus" league with Jordan vs. Woods as a possible first game in the new range.

RUMOR PlayStation isn't just a games machine...Sony is leaning toward a "set top box" strategy that will pull the new PlayStation as the central hub of its home digital media system.

TRUTH This is the main cause of all those ridiculous "The PSX is going to be Xbox" rumors. Due to the immense power of the new machine, and the staggering level of connectivity, it makes sense to have the box as some kind of media hub. The FireWire and USB connections mean that it can be connected to all of the new-type devices issued from Sony, as well as drive other great projects too. All it needs now is some kind of universal interface with which to close all of these gates. Maybe something that is useful to all people are familiar with already? Considering that the Q's spies have also learned that Sony's keen to reintegrate location (Engine and Synaptic Synthesizer technologies in VAO range of laptop and desktop machines), there are some fairly obvious candidates to be played. We'll let you chew all of this over for a month and return to this story next month when we have more information.

RUMOR Single player games will be rare within a year on the Dreamcast.

TRUTH If Sega's Internet strategy pays off and developers warm to the machine in the way that everyone hopes—and this seems likely—all being well, the majority of PC games in 2000 will be multiplayer, something that will be better and better when we see the cable modem and other high bandwidth devices turn up. It's all worth watching, and more advanced MMOs will follow soon after. Even the Sega Sports brand will eventually covered being more of a useless thing.

RUMOR Theoretically, the Dreamcast could emulate a PlayStation very nicely, and the code to do so already exists.

TRUTH According to the Q's contacts, the Dreamcast is more than capable of running a piece of software similar to binary that would allow it to play PlayStation games and produce all the fairly flops that you find on the PC version (the anti-aliasing and perspective correction. Whether it would happen or not is another matter entirely. First there would have to be an emulator stable enough to be compatible with most games. For the record, a Dreamcast emulator for the PC is also a very realistic possibility.

RUMOR PlayStation is so complicated and

resource hungry that it's going to put prospective developers out of business. This will mean the "big boys" will step in and clean up with huge franchise games, and nothing else.

TRUTH Kudos to, in fact, early adoption to the system (MSX). Developers Mucky Foot on a memory with the system. Mike Drake was recently quoted as saying "...there's a lot of nonsense talked about PSX...developing for PlayStation is going to be a lot like developing for a high-spec PC." And let's face it...no one seems to have too much trouble putting out nice-looking games on the PC, do they?

RUMOR In a related note, a number of publishers have announced PS2 launch intentions. Expect major announcements next month in time for the Tokyo Game Show.

TRUTH Yep...Arcade recently shocked everyone by implying that it might have up to five games available at the launch of the series. Also...there's that Ken game we've shown on the previous page in News.

RUMOR The Chouji-Sushi X

TRUTH No he isn't!

JAPAN TOP 10		
1	Persona 2 <small>PlayStation</small>	
2	Sea Battle <small>PlayStation</small>	
3	Shinobi Battle <small>PlayStation</small>	
4	The King of Fighters Dream Match 2000 <small>PlayStation</small>	
5	Genie <small>PlayStation</small>	
6	Fun Fun Wrestling 6 <small>PlayStation</small>	
7	Real Sports Revolution 6c <small>PlayStation</small>	
8	Star Wars <small>PlayStation</small>	
9	Genie Quest Revolution <small>PlayStation</small>	
10	Metal Gear Solid Integral <small>PlayStation</small>	

Weekly Periodic, week ending 4/20/00



PRESS
START

The Top 20 Best-Selling Games of May, 1999

1 - Super Smash Bros.



Nintendo chains it with a fighting game starring its most popular characters. Nintendo recently held a poll to see what characters (apart from gamers) would want to see in the sequel. So maybe we'll see a Smash Bros. 2 in the future.



7

8.5
New

8.5
New

2 - Pokémon (Blue Version)



The Pokémon craze is in full swing now, with **Nintendo** even sponsoring a nationwide mail tour tournament, similar to those held in Japan. Bad news on the Pokémon front this month is the delay of Pokémon Stadium until

2

9.0
New

8.0
New

3 - Pokémon (Red Version)



last year. But that doesn't mean there won't be enough Pokémon to play and watch in this fall—a movie, Snap, Puff, Pokémon fellow, the second season of the TV series, and a special limited-edition Game Boy will fill the void.

1

9.0
New

8.0
New

4 - SW Episode One: Racer



Get behind the wheel of one of the fastest racing machines ever made in **Nintendo's** **LucaBator**! In our collaboration, Dave Murray and Supercharge your goal, race in exotic alien locales, and become the greatest god racer ever!



NEW

9.0
New

9.0
New

5 - R4: Ridge Racer Type 4



The latest in **Namco's** Ridge Racer series brings more realism to the already fast-paced racing world. It includes an enhanced version of the original Ridge Racer at a spry 60 frames per second. If you're a fan of the series, this is it.



NEW

8.0
New

9.0
New

6 Super Mario Bros. Deluxe
Nintendo



NEW

7 Mario Party
Nintendo



6

8 Saphon Filter
489 Studios



5

9 Need for Speed: High Stakes
Electronic Arts



3

10 Street Fighter Alpha 3
Capcom



NEW

11 Triple Play 2000
Electronic Arts



4

12 MIB 2000
489 Studios



8

13 Reigns The Movie
TIG



NEW

14 Illusion
489 Studios



NEW

15 Army Men 3-D
JIG



9

16 In the Foot of Zeke Unit's Awakening
Nintendo



20

17 Charge!
Square Electronic Arts



NEW

18 Goldwing 007
Nintendo



13

19 Namco Museum Vol. 3
Namco



17

20 Gran Turismo
SCEA



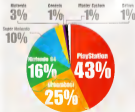
18

Source: NPD '99. ©1999 Video Games Research. Call Mary Ann Preiner at (916) 491-2200 for details on reporting this list. Top 5 game developers written by the 20th staff.

VIDEOGAMES.COM POLL

Desert Island Gaming

You're stranded on a desert island. Which of the following "modern age" systems would you want along with you?



Source: Videogames.com poll, 4/19/99.

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GNAT SMASHING, FOREST CREATURE
TERRORIZING, OUT OF MY WAY OR DIE,
EAT MY DUST, STICK IT IN YOUR EAR,
THIS ROAD AIN'T BIG ENOUGH FOR THE
BOTH OF US, ALL-TERRAIN, OFF ROAD,
STUMP JUMPING, BIG BAD ASS BOY
TRUCK" — WOULDN'T FIT ON THE BOX.





Um Jammer Lammy



Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of Um Jammer Lammy, the new rock video game. Problem is, she's late for her big gig with Milk Can, her all-girl band. Save the day by jamming to rock, punk and other killer riffs. It's brought to you by the masters of Parappa the Rapper. You can even take on another player. Heck, you might even score groupies out of this.





PREVIEW

NBA Showtime: **NBA on NBC**

Publisher:	Mileway
Developer:	Mileway
Players:	1-4
Genre:	Sports
Platform:	PC
Release:	November 1999
Web Address:	www.mileway.com www.nba.com/showtime.com

The Hook: Reverse gameplay, create-a-player, near-perfect arcade port.

The Bad: No artwork, play

Get the Most: The Washington Wizards' uniforms. Fresh, what were they thinking?



There's not a lot to stalk about **NBA Showtime**. The best-paced arcade gameplay has stayed the best of times: Starting with the original **NBA Jam** and sure with the **Kingpin/Showtime** innovations, Mileway's popular series continues to entertain the casual basketball fan as well as the hardcore. When it comes to simple and hard-hitting sports titles, Mileway can't be beat.

SHOW ME THE \$\$\$

Class of '99



As if it weren't enough that **NBA Showtime** days can't wait to have you, it sees no now that they can't wait to get into video games either. Mileway is including the 1999 **NBA** rookies who were drafted last June, including the number-one pick of the Chicago Bulls, Steve Francis. Other soon-to-be **Showtime** stars include Steve Francis (Washington), Benito Davis (Charlotte), Andre Miller (Cleveland), Lamar Odom (LAC), Jonathan Bender (Toronto), Wesley Scovell (Wisconsin) and Doree's former Duke teammate Trajan Langford (Cleveland).

Conventional wisdom states that if you're down by four points with 20 seconds left in the game, you feel the opposing team is hoping that they'll throw up a brick at the free throw line and you grab the rebound. But what if you're given the opportunity for the other team to make a six-point play, putting the game out of reach? "What kind of 1 and up basketball game is this?" you might say. The game is **NBA Showtime**, **NBA on NBC**, and it's anything but conventional.

Showtime runs at a smooth 60 frames per second and features realistic, detailed player models. All 30 teams from the **NBA** are here, as are the 11 respective arenas. (Actually, there are a few hidden courts thrown in as well.) The teams are composed of top **NBA** superstars (including the recently drafted egg rookies, see sidebar), the standard trade-in characters that we have all come to expect from Mileway, and a bunch of team mascots thrown in just for fun. The Great 4-Player mode allows players to create their very own superstar, complete with custom facial features and ability attributes. **Showtime** also has the official **NBC** license, which means that all of the camera angles you see in **Showtime** are the same as those used during an **NBC** televised game. It also means that the real thing is just as intense, which is good if you're a striker for real-life (and in-game) if you like other **Team**. And really, who doesn't like the **Team**?

A new element of strategy has been added to **Showtime**: fouls. Now before you panic, our three throw-your-controller-to-the-ground-and-shout "Where's the fan in that?," be assured that fouling doesn't detract from the gameplay. Every time you shoot an opponent's ball, you must have possession of the ball to the ground, you get what's called a foul. After the foul, your opponent will go to the charity stripe. If he's successful, it's a three-point basket and they get the ball back. You really have to be careful who and when you foul, because a six-point play with 30 seconds remaining is difficult to overcome. The real secret to winning, however, is taking advantage of being "On Fire." After making three consecutive baskets, your player will be "On Fire" and virtually unstoppable. This means an unlimited turbo-boost, exemption from committing fouls and goaltending, and shooting next to impossible shots with ease. But if you thought being only one "On Fire" player was bad, be sure not to let the opposing team make three consecutive silly-egg baskets. The team will go into Team Fire Mode, and all the regular "On Fire" operations will exist for both players. The only way to break Team Fire is by making an silly-egg dunk of your own. This is how games are won and lost.

If you still have reservations about buying a **Showtime**, hopefully a near-perfect port of **Showtime** will help put your mind at ease. 



Vigilante 8: Second Offense

Platform	Activision
Developer	Lozoffex
Players	1-4
Genre	Action
% Fun	90%
Release	October 2000
Site Address	www.activision.com
The Good	A smooth frame-rate, even in multiplayer
The Bad	Some noticeable texture streaming; fuzzy controls
Get The Info	Sounding like a female, but not too far into the air



A sally leader can be Second Offense at the lower capability. It can be used to glide over water or rough terrain with relative ease.



Using underwater can be useful, but it's hardly a fail-safe defense, especially when the other guy has tracking rockets.

CURRENT EVENTS

Bus Stop



Due to the recent nationwide outbreak of school violence (especially in Louisiana, AK and Littleton, CO), Activision has decided to remove the school bus entirely from *V8: Second Offense*. Although they weren't pressured by any anti-violence groups or legislators, Activision wants to show that the industry is indeed sensitive to the concerns of parents about violent imagery and possible effects on children.

This is an interesting decision considering the school bus was a major part of the original marketing campaign for *Vigilante 8: Activision* has said there will be a replacement bus in *Second Offense*, but the exact type is currently undecided.

There's nothing quite like the thrill of vehicular combat to get your blood flowing. Spurred from the PC hit *Interstate '76*, the original *Vigilante 8* took automobile destruction to a groovy new level on the PlayStation and the Nintendo 64. Set in the southeast United States during the '70s, it was up to the Vigilantes, a group of freedom fighters to fight off the Coyotes, hired goons of a corporate bent on cornering the world oil market. The Vigilantes handily defeated the Coyotes, ensuring that citizens can continue to drive fast and waste gas worry-free.

Fast forward 30 years, where the leader of the Coyotes, Slim Clyde, has been quite the busy boy instead of wallowing in self pity after the defeat of '76, he has spent the past four decades constructing a time machine, one which he hopes to use to travel back to 1970, and make another attempt at defeating the Vigilantes. So begins *V8: Second Offense*.

The standard modes of play return. One player can choose Quest, Arcade or Survival Modes; two players can choose Quest, go head-to-head, or play cooperatively, and one to four players can destructively assault each other.

Players will have all "board-sportin'" new cars to choose from, ranging from the standard four door cruiser to a seemingly out of place Marlin Land Rover. Some of the other vehicles include a garbage truck, semi-trailer, futuristic hovercar and some type

of bus. (Activision has decided to remove the school bus, see sidebar.) Every vehicle is now equipped with alternative forms of propulsion. A hover conversion allows a player to glide over rough terrain, a propeller system enables a smooth ride over water surfaces and a third thrust engine permits maximum traction on a snowy surface.

In addition to these new modifications, players can now customize the different attributes of their vehicles. By totaling an opponent, you can remove anything as from one to five upgrade points that can be applied to either Acceleration, Strength, Speed or Something. This data can be saved to the VMU and used at the house of a friend (or enemy, as the case may be). And what good would a souped up car be without an arena to drive around in? There are no new levels in *Second Offense* that are located off route the Overly, not just the Southwest. Some of these levels include a bayou in Louisiana, a nuclear power plant in Wisconsin and a steel mill in Pittsburgh.

V8: Second Offense happily takes advantage of the Dreamcast's graphical power. The game runs in a silky smooth 60 frames per second in both one and two player modes, and Activision promises that it will be just as smooth when four players battle it out. There is some noticeable texture draw-in at the moment, fuzzy control and some minor graphical glitches, but an October release gives Lozoffex enough time to make any necessary fixes. **A-**





PREVIEW

Street Fighter Alpha 3

Platform	Capcom
Developer	Capcom
Players	1-3
Genre	Fighting
% Done	80%
Release	November
Web Address	www.capcom.com
The Good	The best Street Fighter crossover yet.
The Bad	No fighting over the internet... yet.
Get The Idea	Doesn't controler is less than ideal for the activities it was then used for the activities



As is demonstrated by these screenshots, the boys are back in town. Blanka, Guile, Masta and Remy/Tracy are all included in SFAL.

Scan here attempting to "light up" Blanka, old friend Blanka is back to his old tricks.



DRAMATIC BATTLE

Street Divas

These players can go off in Dramatic Battle Mode.



When Street Fighter Zero (Alpha) 3 was first released for the PlayStation, critics were surprised by the quality of the conversions, noting that the PlayStation had to make very few sacrifices in a mission and speed. Much lamenting was had when it appeared that Capcom would not be releasing a Saturn version (despite the 4 Meg RAM card). Eventually, Capcom of Japan relented and announced that not only would a Saturn version be released (in Japan), but a Dreamcast version as well! Although the Saturn version is still a month or so away, the Dreamcast version has finally been released in Japan and is undeniably the definitive version.

For starters, all the various modes that were found in the PlayStation version (World Tour, Dramatic Battle Mode, etc.) are accessible from the very start (without needing to unlock the secret ones). Second, in modes like the Dramatic Battle, up to three separate players can join in (as an "i" without any sacrifice in amenities or "cheating" involved (i.e., no palette swapped characters). As in Marvel vs. Capcom for DC, there is absolutely no slowdown and the game moves lightning fast.

For Street Fighter fans, this is the ultimate SF collection, much in the way The King of Fighters Dream Match 99 is for SNK fans. Selectable like from the outset are 32 different Capcom characters, with the usual suspects Ken, Ryu, Chun-Li and Zangief returning yet again. Bringing up the rear are old school SF veterans making their first appearances in the Alpha series. Your taxes will flow upon seeing



the glorious return of SF Divas like Guile, Blanka, Fei Long and Decoy.

Apart from the huge variety of modes offered (versus, Final Battle, training, survival, team battle, etc.) there are also mini-games to download into your VMU memory card for Street Fighter action on the go.

As has become expected at Capcom to Sega past, loading times are practically non-existent, game speeds range from normal to hyper-light speed, and the control is dead on the money. The only problem gamers might find with the conversion has nothing to do with the game and more to do with the Dreamcast controller. As if it hasn't been documented already, the DC controller is less than ideal for Capcom's fighting games, but not as terrible as some may claim. No worries, however, because the Dreamcast fighting stick works just fine.

Scheduled for release in November, Street Fighter Alpha 3 will give SF fans a lot to look forward to. Now all we need from Capcom is Street Fighter III Third Strike (yes, huh?) 



In Final Battle Mode, you must defeat M. Bison in a solo match (he's called Vega in Japan).

REACH OUT AND CRUSH SOMEONE



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Microsoft



The King of Fighters: Dream Match 1999

Platform:	SNK
Developer:	SNK
Players:	1-2
Genre:	Fighting
ESRB:	ESRB
Release:	Available now (Japan)
Web Address:	www.snk.co.jp
The Deal:	This is one of the best 3D fighting games ever.
The Bad:	It's still a 16-bit game.
Get The Idea:	It's a 16-bit game on a 32-bit system.



Newer characters, like Heavy D, benefit from more authentic animation routines that give them a unique, fluid appearance. Ed Boji, Robert Garcia

Although the backgrounds look like the same old 2D stuff, what will you see 'em in motion. 3D eye candy for the SNK world!



NOT ON THE CD

Mini-Me



One of the best things about *The King of Fighters Dream Match 1999*, is the link-up feature between the Dreamcast and the Neo-Geo Pocket Color. You can "build" a fighter on the NGPC and then upload it to the Dreamcast, which in turn may be downloaded back to the NGPC. As your character's stats improve, you can use the points you gather on the NGPC to unlock gallery illustrations on the Dreamcast version. Currently, KOF-D1999 is the only SNK game to utilize this feature, although you can probably expect SNK's future, Next-Gen-based arcade games to incorporate it as well, making the NGPC to Dreamcast as Game Boy to N64. Can you say "SNK vs. Capcom?" I bet you can!

As it is, the King of Fighters series has always brought SNK's cage rats, together in one convenient package. Although you won't find any characters from Metal Slug or Samurai Shodown in a KOF game, you will find the cream of the Kural Fury-Art of Fighting crop standing alongside the original KOF combatants. Now, with the Japanese release of *King of Fighters Dream Match 1999*, you get the best of the past three incarnations of the series, plus some Dreamcast-exclusive fighters that make this the best installment of the series without a doubt. Although this isn't the "true" KOF '99 (it's more like a KOF '98 Special Edition), fans will easily forgive SNK for attaching the "1999" to the title.

To begin with, 28 fighters are available from the get-go, with alternate versions of some sporting a flair you've reached certain criteria. All of your King of Fighters' favorites are here. Strikers to the series like Kyo Kusanagi, Joe Higashi, Terry Bogard, Mai Shiranui, Ian Yagami, Robert Garcia and Billy Kane return along with newer characters like Heavy

D, Lucky Glauber and Kyo's wannabe, Shingo Yabuki.

While previous non-Neo-Geo installments of the series are of varying quality (Saturn versions usually being pretty good, PlayStation versions, it's usually not so good), the Dreamcast proves more than capable of handling the best, specially 3D visuals of SNK's premier franchise. Instead of the usual 2D pre-mapped backgrounds, SNK has seen fit to enhance these BGs with 3D elements, while still retaining the classic SNK "feel." Doors, plants, locomotives all come to life in the backgrounds, while the characters with their "realistic" shadow ramp moved in the foreground. The short of it is that the overall look feels a lot more complete than the series ever did before. The action is fast and smooth, with almost no slowdown and the newer characters are extremely well-animated. Loading times are also kept to a minimum due to the large amount of optimized RAM and the cool 3D ROM drive.

Perhaps the coolest new feature, digital turn-ups made, is the link-up capabilities between the Dreamcast and the Neo-Geo Pocket Color version of King of Fighters '99 (see sidebar). With all the usual modes present (Team battle, single battle, versus, survival, training, etc.), this might be the fighting game genre's ultimate wish. Strongly rumored to be coming in the U.S. is the Dreamcast launch, *The King of Fighters Dream Match 1999* could give Marvel vs. Capcom a run for its money. 



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PREMIERE
GALLERY

SOUTH PARK TRIVIA:

The undeniably lame line in the song "Kyle's Mom Is a Bitch" is "Then on Sunday just to be different, she's a super long kameyama to patch."

Ecco the Dolphin

Here are more screenshots of the new Ecco the Dolphin, developed by **Appaloosa Interactive**. Sega has not put out an official release date, but we expect the game to come out by the **end of the year**.



South Park: Chef's Luv Shack

Imagine a large selection of both general knowledge and South Park-based questions presented game show style and then interspersed with a variety of mini games and you have a rough idea of what this is like. Developed by **Acclaim Studios** in Austin, Texas, the game is currently scheduled for a **November** release and is suitably gaudy in its humor. A *Seinfeld* escape game called "Spunk the Monkey" anyone?



Seven Mansions: The Uncanny Grimace

Set on a small remote island in the South Seas, you and a partner must explore a group of buildings infested with evil. This is the first "survival horror" title that allows you to play simultaneously with a friend. **Need** plans an intriguing *Seven Mansions: The Uncanny Grimace* in the **summer of 2000**.



Virtua Striker 2

Originally an arcade title that ran on **Sega's Model 3** Super hardware, *Virtua Striker 2* will make its way home to Dreamcast via the **fall**. Soaring as the Dreamcast is more than capable of producing arcade-perfect ports of Model 3 games, *Virtua Striker 2* should be as good, if not better than the original. We won't yet on a release date stakeholder, but given the rising popularity of soccer in this country, you never know!



Espion-Age-Nts

"Espionage agents," get it? Well, **NBC Home Entertainment** certainly hopes you do. After the initial and commercial introduction to *Seventh Cross* and *Sempika*, Taro, **NBC** brings us *Age-Nts*, and most intriguing, a hint at cloning the Dreamcast library. Think of a multi-screen *Baroque* six style console, game and you're still probably way off. In any case, look for more details when it releases this **fall**.



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PREVIEW

Pokémon Snap

Platform:	Nintendo Game Boy Advance
Developer:	HAL Laboratory
Players:	1
Genre:	Strategy/Misc.
E. Rank:	100%
Release:	July 1999
Web Address:	www.nintendogba.com www.pokemon.com

The Good: Watching Pokémon revert around in a natural environment is cute as can be.

The Bad: What? No Mr. Mime? Caves? Not all 151 Pokémon are in, but most of the major ones are.

And the Ups: Watching Slowbro do his fall in the water and GOBLIT evolve into Golem.

14 DOUBLE D

Gotta Snap 'em All

When Snap was first announced for the GBA, it looked a little different from the final game. Shown in early screens were tracks not included on the cartridge version, and a different viewfinder display when taking pictures. Here's (shown below) isn't in the final game. Maybe when the 3D is released in Japan we'll see an enhanced version of Pokémon Snap.



If you throw an apple to one of the Charmander in the Volcano, his friends will come out to join him. You can get a group shot, but

Take pictures of Pikachu in the forest stage and he just might jump on an Electrode and pose for the camera.



Like its Game Boy counterpart, you have to "catch 'em all," in Snap. Only you can't catch Pokémon in Pokédexia, you catch them on film. You use an Toad (or as yourself, but Toad is the name of the game's character in the Pokémon cartoon series), whose job is to help Professor Oak explore Pokémonia island.

You do that by jumping into the Zero-One, a specially designed all-in-one two-terrain vehicle perfect for snapping pictures of ecosystems in their natural habitat. Getting there is the center of the frame and as large as you can will score you big points at the end of each track when the Prof gives you his review. There are 16 regular courses in all—Beach, Tunnel, Volcano, River, Cave and Valley—and

one bonus, Bamboo Road. On Rainbow Road you meet the most elusive of Pokémon...

When you first start out, all you've got is your trusty camera, but if you do well, you'll be given boxes like an Apple Shaped Pokémon Road, Pecha Bells (to score up some good reactions from the master rd, a Pokémon Flute to give them some music to dance to, and the Gosh Engine, which speeds up the Zero One. After collecting each one of these rewards from Oak, it's a good idea to go back into previous courses and see if they'll help you to open up new things. If an area looks like you might be able to do something or show something in to get a reaction, you probably can.

After you've taken your pictures, you select a few of your best from the role to let Professor Oak judge them. If the monsters are in the ocean, and fairly big in the frame, you'll get a good score. If they're reacting to something, you'll get more points, and if there's another Pokémon of the same kind in the frame, your score will be doubled. The second goal of the game is to find things in nature that look like Pokémon, and take pictures of them. When you've finished the tracks—and hopefully gotten close to all of the 151 or so monsters in the game—Challenge Mode opens up (where your score matters much more).

Plus you can save four of your best shots to print onto stickers at Blockbuster Video locations in a promotion that runs through Thanksgiving.





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"No one should yell, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke."

Of course all rules of etiquette are thrown out the window in Mario Golf. ☺

Mario Golf

Platform:	Wii/Game Boy Advance
Developer:	Camelot
Players:	1-4
Genre:	Sports
ESRB Rating:	ESRB: E
Release Date:	July 1999
Web Address:	www.nintendo.com
The Good:	From the same developer as Hot Shots Golf.
The Bad:	All the things you almost love about it.
Get The Scoop:	Player fau's will drive you insane.



Mario Golf packs a variety of familiar players. Beyond the four starting characters, you can access 20 more by winning the ring game or beating computer players or humans. Still others can only be accessed by a stroke of marketing genius—interfacing with the yet-to-be-released Game Boy remake of the game. Nintendo really knows how to get the most from a mascot game.

GAME MODES

Big Variety

Speed Golf, Putt-Putt, Ring Game, Skins Game...



Take a load of cute Nintendo characters, give 'em golf clubs and balls in the game engine from Hot Shots and you've virtually guessed the game title. In a nutshell that's exactly what Camelot and Nintendo did, only with more game modes and variety.

It's ironic that two light-hearted golf games, Hot Shots and new Mario Golf, have the most realistic golf physics of any in the genre (and in present). It's weird but true, and Mario Golf is poised to take it even higher.

Beyond stellar winds and the havoc they create, game play is similar to Hot Shots. A friendly interface puts the right club in your hands plus aligns the shot. At that point, backswing, wind compensation and hitting the shot meter are the only immediate variables outside of the power shot option. Especially the game demands the same precise ball control that real golf requires.

For variety, each of the characters (34 total) has a

few of some sort, except for Mario, of course. Wario has great distance off the tee but slight. Baby Mario hits very straight but not so far. Charlie hits the ball with a slight hook. Luckily, shortcomings in control can be compensated for in the power meter. And, while some characters like the Princess, Baby Mario and Plum (so named for a few) are weaker on the regular rounds, their directional straight shots work well on the mini-golf courses.

In addition to new characters, you can open up extra courses. Todd Foerest and Hoopie Park (both beginner oriented) offer standard greens and fairways. Don Wally, Yoyle Wally and Mario Star feature undulating turf, closed pinched greens and incredibly challenging terrain. A variety of strategies can be applied to all six courses. Sometimes cheating over fences on the dog leg or applying massive backspin to a power shot are viable moves. Tremendously, none of every situation with straight shots can work as well. It's a tribute to the game's stellar physics and gameplay.

Multiplayer is the most exciting way to play. Whether on the mini courses, Skins, Rings or Speed play, going head to head is great fun. Each player has four amazing taunts. Give 'em more cheer to get distraction purposes. If they don't drive you crazy it's quite fun to use the entire game.

It's safe to say Mario Golf is destined to become the top golf game for the Wii. 🏌️



Course variations and flaring courses give a good amount of perfect perspectives.





PREVIEW

WCW Mayhem

- Platform:** Electronic Arts
- Developer:** Madcatz
- Players:** 1-4
- Genre:** Wrestling
- TV Rating:** TV-14
- Release:** October 1999
- Web Address:** www.ea.com
- The Deal:** Backstage wrestling with more than 50 WCW stars.
- The Hook:** No cripes, waffles or other famous breakfast foods.
- And the Top:** The bawling blowjobs get trinket store marks for free.



A quick trip up the entrance ramp takes you to one of 12 randomly selected battle zones, each with its own associated weapons and hazards.



WEB CODES

Pay-Per-View



In a good twist on the now-obligatory Pay-Per-View mode, WCW Mayhem lets gamers input special codes, which will be available on both WCW's and EA's official Web sites, to re-create real-life PPVs.

For instance, if you enter the proper "Beach at the Beach" code, the game will automatically locate the top four matches from the most recent Beach, with all of the real participants and match stipulations.



WOW there, are you intensely (a) remarkable? Electronic Arts' first foray into the seldom dull, occasionally surreal world of sports entertainment, WCW Mayhem, is nearing completion, and it looks like it's going to be as head-biting as a folding chair to the noggan.

Although THQ has already released three successful WCW titles for the PS2, EA wanted to wipe the slate clean and build the kind of wrestling game it believes the fans want: a fast, grappling-based game with intuitive controls and easy-to-execute moves.

Rather than crum every conceivable gimmick match and option into Mayhem is the attempt to see up some of the (seldom) and third-generation wrestling titles on the market, EA is taking a long haul approach to its newest franchise. The goal is to establish a highly playable, rock-solid foundation and build on that in the future.

That's not to say that Mayhem will resemble the steel, "scientific" wrestling of yesteryear, as previously reported, the action frequently spills out of the ring, up the entrance ramp, and into one of 12 randomly selected combat zones, including a locker room, locker room, ticket office, infirmary and two

the parking lot. Here you'll find a assortment of non-detonated weapons like chairs, guitars and baseball bats. One thing you won't see, however, is blood. WCW apparently was more than a little surprised to see "blood" in the two previous PS2 titles, created by Japanese developer Akira Yasuda, and have banned it from subsequent games.

On the plus side, you do get more than 50 of WCW's biggest and beddiciest propleers, each capable of performing 50 to 40 basic crushing moves, in addition to his real-life finishing move. Each star was photographed extensively to provide the highest quality likenesses, while the game's motion data was provided by WCW Power Plant instructor "Scorpion" Buddy Lee. Perkes, high flying luchador Lomax, Jr.; newcomer Lash LeRoux, and ring veteran "Beautiful" Bobby Eaton (who looks like he's done plenty of "beats") bring, judging by the size of his pull. A few A-list guys like Goldberg, Kosman and Bam Bam Bigelow also lent their talents to the game, mostly to let us see their on screen counterparts do their justice. (Incidentally, EA and Bam Bam has a huge game. He plays with his PlayStation so incessantly his wife has begged EA to stop sending him free games.)

Among the game's 25 unique arenas are the brand new Monday Night Set and 12 pay-per-view settings. The classic Mesa set, which the developers fully rendered before learning it was to be replaced, also is hidden somewhere in the game. For the PPV arenas, EA was allowed to extrapolate on WCW's real life sets, making them even more outlandish



Sorry, blood is pain free, but you won't feel any of the red stuff in WCW Mayhem, while both WCW vs. nWo and WCW/nWo Revenge contained copious quantities of blood, WCW called it an oversight.



and colorful than the real thing.

Perhaps inspired by Accolite's WWF Attitude, EA has added an elaborate Create-A-Wrestler Mode. Players can create their own musclebound wrestlers with features ranging from realistic to downright crazy, assign a move set and a finishing move, and finally name their creation. If you pick one of several colored names like "Blender" or common names, such as "Mike" or "Steve," announcer Tony Schiavone will even say your wrestler's name while calling the action, which is great unless your name happens to be Die or Croop.

Match types include one-on-one, tag team, triangle and Battle's Royal, named after WCW headbook star Raven. In these matches, weapons are legal, and hits count outside the ring or outside the building, for that matter.

The game also has a Quest for the Belt mode, in which the player attempts to rise four levels (jobber to work) champion. There are two different divisions in this mode, Cruiserweight and Heavyweight, however, to win the world title as a Cruiserweight you eventually must go up against much larger wrestlers from the Heavyweight division.

As for gameplay, WCW Mayhem seems to fit somewhere between WCW/nWo Revenge and WWF Attitude in terms of complexity. What truly sets Mayhem apart, however, is its speed; the game is fairly fast, it almost has more in common with professional fighting games than some of the slower wrestling titles of the past.

Although it can't be seen in these screens, a momentum meter that governs your wrestler's performance will be included in the final game. Aside from that, no other gauges or meters will clutter the screen. Occasionally, different pop-up messages will appear, urging you to pin or



opponent or reverse a move.

The N64 version of WCW Mayhem will control almost all of the action found in its PlayStation counterpart (also scheduled for an October release) with one notable exception: no Bobby "The Brain" Heenan. Given the space restrictions of a 64-bit Meg cart compared to a 640-Meg CD, something had to go, and that something was the Brain. Even so, the game contains several couched lines of commentary from Mr. Schiavone. Additionally, ring announcements are made by the perpetually on "Mean" Gene Okerlund, who also appears in the game as a hidden wrestler.

Another glaring omission (at least in the N64 version) is Nitro Girl? The development team member who shall remain nameless did confess, however, that the splendid old cameras were photographed for the game—once! After the first session, the cameras were told that the original negatives were "accidentally" ruined. Dope...

Will WCW Mayhem join Madden, Triple Play and NBA Live atop EA's list of category-leading franchises? While the game won't eclipse the likes of WWF Attitude in the sheer number of options, EA seems to have succeeded in creating a solid foundation on which to build for the future. **B+**



During Wreath Matches, you can hit your opponent with every conceivable object, including a kitchen sink.

ANIGHT 101

Da' Man

While EA isn't exactly a newsworthy name it comes to motion capturing, the company says the two cap sessions for WCW Mayhem were particularly challenging because the computer had to make sense of two sets of data, one belonging to the wrestler performing the move, the other to the victim.

Motion data for the game's six characters was derived primarily from four WCW wrestlers, although a few stars such as Goldberg dropped by to lend extra personality to their characters.





PREVIEW

Tom Clancy's Rainbow Six

Platform:	Red Storm
Developer:	Griffin
Players:	1-2
Genre:	Action/Strategy
% Done:	60%
Release:	November 1998
Web Address:	www.redstorm.com

The Good: Surprising coverage of a simply amazing PC game that surprised a lot of people

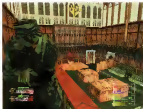
The Bad: The PC version suffered from bad AI.

Get the Facts: Not for the squeamish... there's a lot of blood.



Using terrorists isn't quite as old-fashioned as it once was. Pop them before they hit their laptops.

Providing the most expansive environment in the game is found inside the English Houses of Parliament (right).



BOOK CORNER

Clancy's Rainbow Six. Buh?

It's an odd one this, seeing as the rainbow is the universal symbol for homosexuality. With this knowledge you'd be forgiven for assuming that the story and subsequently the game, dealt with six merged homosexuals popping off terrorists with Navy SEAL-like activities. Nope, it actually starts its with Clancy's Jack Ryan series of novels (and movies... *Next for Neil Patrick Harris*). *Platoon* Games, *Clear and Present Danger*), Ryan is now president, and the chap who William Berton played in *CRISIS* is the head of the secret international military organization, Rainbow Six. The organization is an anti-terrorist group like the SEALs or the British SAS, but is funded by a number of different countries. The single government is responsible for their actions so they can slip into pretty much any situation and take out the bad guys.

When the PC version of *Rainbow Six* was released last year, pretty much everyone went completely ga-ga over it. In a time when Quake II was ruling the roost, here was a game that used a completely new 3D engine, was based on a book (a book fictionally written by Tom Clancy, was from a relatively new publisher and read a lot of elements with some pretty fancy strategy. Before it was finished a lot of people thought it was a little over-ambitious, but once it was released it helped establish a new sub-genre of action game. Who knows what you'd call it, but it's kind of a tactical/strategy/action thing. Sure, it had some problems, like an AI system that forced some of the NPCs (non-player characters) to act a bit odd, and it had some weird multiplayer quips—but at its heart it was a good, solid game. The kind of thing you only normally get on the PC, and the kind of thing that console gamers look at and say, "I wish we had something like that."

Well, loaves here. Red Storm has recognized this, and has commissioned a host of console versions. There's to be a Dreamcast version when the system launches, a PlayStation version that's a completely reworked game by Altos vs. Predator developers (Ubisoft in the UK, a Game Boy game [the one option for which you have to find a programmer], and then MSN, the MSN game which we should see in stores in time for Christmas.

Based on Clancy's most recent Jack Ryan novel, the game puts you in the position of the commanding officer of Rainbow Six—a multi-systems by hand-ants terrorist organization that has to quickly cycle any mission with the minimum amount of loss. As CO, your job means that you have to be in complete control of every aspect of each mission...and that's what sets it apart from all other 3D action games.

When you start a new campaign, which will take you through 10 individual missions, you'll be faced with a large amount of information to digest before you move into any actual "action." Before doing anything you have to look through into logs for reports and briefings to find out exactly what it is you're supposed to be performing. Once armed with the facts, you have to pick a team of operatives from a list of 10 possible soldiers from around the world (each member has unique skills) and then arm them with the equipment suited for the mission at hand. Having done this, you set a survey the plans of the location you're heading to, split your group up into teams, and then plot points on a map indicating where you want them to go.

This whole "planning" phase is extremely important to the success of the run or, hell everyone, rescue hostages and get out as quickly as possible thing, so you need to give everyone something important to do. The mission planner will give you





the flexibility to send your guys into action via different routes and then get them to hold their position before proceeding. By assigning orders to certain teams you can send your boys in, get them into a strategically important location and then make them wait until everyone else is ready to proceed.

Once all of your plans are set, you step into the action element of the game where you take on the role of one of the soldiers. As the mission starts you'll see your teammates run off and carry out their orders exactly as you specified. You can choose to follow instructions to the letter—but if circumstances change you can choose to do a "last-second soldier routine" and just storm in guns blazing and try to blow stuff up without getting killed.

You can't play this thing like Quake or even GoldenEye for that matter though. You start off with 20 guys to choose from and it's in your best interest to make sure they don't get capped in the first couple of missions. The team members are effectively your "level"—if you get killed you take on the role of another soldier—but once everyone's dead you no longer have any means (or specific skills) to send into battle. Each character has his own personality traits, and as you work through the game you actually find that you can rely on certain guys to get the job done. The idea is that if a character gets cut down midway through the game, you have some kind of emotional attachment to

precise it doesn't quite work like that, but if you have a particularly experienced guy who's fast and accurate, it is really annoying when you don't have him to rely on anymore. It certainly makes things more fun than the usual camera holder you find in most action games. Unfortunately, the version we had for the preview didn't have the AI system properly implemented, so we can't comment on whether the soldiers act as dumb as their PC counterparts. Let's hope not. Ask a PC gamer about Rainbow Six and they'll recount frustrated stories of soldiers not being able to walk through doorways.

Technically this is certainly an impressive achievement for the N64, though. While you won't necessarily expect some of the gameplay elements to be suited to physical play, it's surprising what a good job the guys at Saffire have done to take it away from a mouse-based environment. On a purely cosmetic level, it has to be said that the graphics engine is very impressive. With a 4 Meg pak slotted into the machine the 3D engine produces some amazing results. Running around inside the British Houses of Parliament and up the clock tower of Big Ben is particularly impressive with some beautifully drawn textures. It all runs very smoothly too and doesn't seem to sacrifice fiddling in the more expensive levels.

While the PC version offered a comprehensive on-line multiplayer experience, the N64 version offers something that has to be applauded—a two-player co-operative mode. Sure it has your usual deathmatch play (although only for two players) but the co-op stuff is what could help make this a game people can really dig. Sneaking into an enemy base camp with a buddy can be quite an exciting experience—as long as you don't get pissed off and just start shooting at each other with heavy pieces of artillery. 



You need to plan quite meticulously before these stealth before going into the action phase of the game.



HISTORY

13. Lucky For Saffire?



Although Rainbow Six is a hot new gaming franchise that should be hard to mess up, Saffire's previous games have been a real muddle bunch of products. The 12 products listed below that the company has worked on so far have ranged from excellent (Starcraft add-on pack) to some glorious examples of mediocrity (Bio FR L.A.S.I.) to some utter, utter crap (James Bond as Game Boy). Let's hope it isn't as unlucky number for the team.

- Starcraft: Brood War (PC)
- Goldwulf Adventures (GB)
- Antimass: The Planetary (PS)
- Bio FR L.A.S.I. (N64, PS, PC)
- Rampage World Tour (N64)
- James Bond on (GB)
- Legend of (PC)
- Soldier Man: The Vengeance Factor (PC)
- Wayne Gretzky and the NHL All Stars (SNES)
- Handful of (SNES)
- Baxter's Bucky Bowling (Virtual Boy)
- Virtual Context (PC)

HYDRO THUNDER



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Game's Republic, August '98



"HYDRO THUNDER IS A THRILL-A-SECOND EXPERIENCE FROM BEGINNING TO END. THE GAME IS INCREDIBLY FAST AND FLUID AND THE TRACK DESIGN IS APE TO DIE FOR..."

IGN Dreamcast, June '99



"A MIX OF DEATH-DEFYING LEAPS, TIGHT RACING ACTION, AND THRILL-A-MINUTE TURNS AND CURVES."

GamePro, June '99



PREVIEW

30

HOT NUMBER

The number of awards and accolades StarCraft has garnered from the gaming press since its release on the PC last year.

StarCraft

- Platform:** Nintendo
- Company:** Blizzard
- Players:** 1-2
- Genre:** Strategy
- ESRB:** ESRB
- Release:** September 1997
- Web address:** www.blizzard.com
- The Good:** Addictive gameplay, 2 unique races, 2-player split-screen
- The Bad:** Split-screen kills the subtle strategies in StarCraft.
- Not For You:** A Zerg risk against an undeveloped Protoss base.



Like all real-time strategy games, making raw minerals is probably more of an ever-important part of StarCraft.



Zergs produce units quickly and can easily overrun enemy bases. They can also defend enemy command centers.

MULTIPLAYER

Star Wars



Why was StarCraft so successful on the PC? Simple. Multiplayer's support, Blizzard's outstanding graphics combined stable (or not) gameplay with a seamless front and for StarCraft that and trash talk. While on the N64, you can only play the game between two players in split-screen mode, you can add enemy AI to create a sense of having more than just two players struggling for power! This version also limits the number of total opponents per map to a maximum of four (as opposed to eight on the PC). However, you can have both players on the same team battling it out against the CPU in co-op mode. Add that to the all-new multi-player maps and you have a game that's highly replayable.

One of Nintendo's big surprises at E3 this year was StarCraft, a mega for PC game published by Blizzard last year. Nintendo's decision to publish both StarCraft and Command & Conquer (see Andrew Chow) suggests that they're trying to diversify their games library in order to attract more mature gamers.

StarCraft for the N64 includes both the original game, as well as the Blood War add-on missions for maximum replay value. There are a total of six "species" (more than six missions) which have running story lines. Additionally, there are also single and multiplayer maps exclusive to the N64 version. There's no Battle.net of course, but you can play two-player via split-screen mode. The



implementation is somewhat dubious, as you pretty much lose a large part of the strategy if you know where your opponent is on the map from the onset.

StarCraft involves a massive conflict between three unique races: Terrans (Humans), Protoss and Zergs. Each species has strengths and weaknesses that work together to keep the game nicely balanced. Terrans have access to a wide array of weapons and vehicles, but are the weakest of the three races so you'll have to rely on pure firepower. The Protoss use their heightened control of planets to overwhelm their opponents. Because the Protoss are the most resilient of the three species, producing units will naturally take more time. Lastly, there are the five like Zergs which expand and breed fastest of the three. Whichever race you choose to play with will inevitably dictate how you play the game.

If you're used to seeing the action in 640 x 480 on a computer monitor, get ready to do some adjusting. Both resolution and zoom since has been scaled back to accommodate the N64's constraints. Another major gripper for StarCraft is the lack of mouse support for N64. Everything you look for granted on the PC version—selecting multiple units or jumping between hot points on the battlefields—is handled through the analog stick. If possible, Miss Media has done a commendable job porting StarCraft to the N64.



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PREVIEW

Hot Wheels Turbo Racing

Platform	Electronic Arts
Developer	Stormfront Studios
Players	1-2
Genre	Racing
ESRB Rating	ES-10+
Release Date	Feb. 1999
Web Address	www.ea.com
The Deal	More than 40 classic Hot Wheels cars.
The Info	A game like Micro Machines, only better use of its license.
Get The Info	Crab-crab-crab.



Performing outlandish flips, barrel rolls and 360s with air vents, you'll conquer turbo.



Will the garage be home about a car's attributes as well as the year it was originally sold.

CAR SELECTION

Hidden Paths



Like a lot of other racing games, the cars in Hot Wheels Turbo Racing are rated according to their top speed, jumping ability, control and durability.

A bit of trial and error is required to find the best car for each track.

While they don't perform exceptionally well on road courses or tracks with a lot of jumps, 400s performs extremely well on many hidden shortcuts, such as the one seen in the screens above.

Q uack—what company makes the most cars, each year? Yep, it's Mattel, maker of Hot Wheels. Introduced in 1968, Hot Wheels are collected by more than 15 million children and adults, who purchase them at a rate of seven per second, 365 days a year.

Hoping to capitalize on the enduring popularity of these tiny metal cars, Electronic Arts is reviving the first ever Hot Wheels PlayStation and N64 game, Hot Wheels Turbo Racing.


The game includes more than 40 classic car designs you'll almost certainly remember from your childhood, including Twin Mill, Red Baron, Jet Triax and Cat-A-Pult. It also includes many trademark Hot Wheels track ailments, including loops, danger charges and zero-grav. interstitions guaranteed to provide plenty of thrills and spills.

Turbo Racing plays much like San Francisco Rush

or Gear's Adventure, with plenty of hidden shortcuts, pick-ups, breakthrough areas and 11 U-G-I jumps. The game's main innovation is a stunt mechanic that allows play to earn extra turbo by performing mid-air spins, barrel rolls and end-over-end flips. Blow the landing, however, and you could end up upside down—or in flames.

Environments include Wild West, Glacial Rift and Haunted Highway. Each of the game's 30 tracks is loaded with hidden shortcuts, power-ups, and bonus cars. You'll also find plenty of trademark Hot Wheels tracks—you know, those narrow, brightly colored track sections capable of being bent into seemingly impossible configurations (or did you just use yours to whip the rear end of your little brother?).

Like to listen to cranky tunes while you drive? Hot Wheels Turbo Racing features tracks by such artists as Alex Winter Mike, Jay Hansen Heat, Matt Best, Marillion, Prince and more. Most of the songs have a frantic, surf guitar sound that suits the game perfectly.

If you're an avid Hot Wheels collector or you just like over-the-top racing games, Hot Wheels Turbo Racing is well worth taking a spin. 



"The new King
enters the ring!"

-GamePro

 **RESTLEMANIA**
2000

November 1999



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Turok: Rage Wars

Three years ago, Quenteman got the exclusive scoop on *Acclaim's* next game in the mega-popular *Turok* franchise, *Turok: Rage Wars* (formerly *Turok: Bloodsuck*). Here are the first screens of it in action.

As *Queen* previously reported, *Rage Wars* (due out this **November**) will concentrate on the multiplayer side of things. The game will feature playable characters, 3d deathmatch maps and loads of new items and weapons. Some of the things you'll find include magnets (which are used to change the trajectory of gunfire) and war hammers with grenades on the ends of them (which explode on contact... almost as loudly as attack dogs that shoot bats out of their mouths when they bark).

The game will also have a bunch of modes including Capture the Flag, team play and an improved Frag Tag, where the monkey is no longer helpful (it can get a power-up that will allow it to grow into a monster).

Rage Wars will have an awards system as well, where you get medals for wins, head shots, kills, etc. You'll be able to unlock secrets (like new character models) or "skins" by earning enough medals.

This all sounds fine and dandy, but if you remember *Turok 2*, the four-player game left a lot to be desired. "*Turok: Rage Wars* will be much faster and smoother than the *Turok 2* deathmatch game," David Greenberg, creative director at *Acclaim Studios-Austin* (formerly *Legend*), tells us. "We will be caching entire levels in RAM, making everything run much better than they did in *Turok 2*." Let's hope so.

And if four player deathmatch isn't your thing, *Rage Wars* will have a single-player game (arena-type combat with CPU-controlled bots) and a two-player co-op mode.



Destruction Derby 64

The mega-popular (and in our opinion, slightly overrated) *Destruction Derby* series is finally coming over to the Nintendo 64. Licensed through *Playmate*, published by **THQ** and developed by **Looking Glass**, *Destruction Derby 64* will be a completely new game with new features such as a four-player option and Barrel Big Mads (it's like a game of Hot Potato, only with barrels).



SOMEWHERE, GEORGE HAD MADE A MISTAKE. His Catalan opening had been flawless. Yet, some-

one opponent had forced his retreat and now held him in check. With his only remaining rook lured out of position and pinned, the situation appeared hopeless. This isn't Chessmaster, he thought, there is no replay option in this game. His mind raced back to the magnificent chess sets of Chessmaster. The lessons learned. The gambits and endgame strategies. The Chessmaster opponents against whom he had matched wits and sharpened his game, as he progressed through tutorials in various levels. The voice of the Chessmaster, coaching him. And suddenly, in his hour of need, he heard the voice again: "Castlerock in the center... R-Q4." Why hadn't he seen it before?



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WISCONSIN





Resident Evil 2

We told you everything you need to know about RE2 for N64. In last month's *Deadline: Evil* everything features, so here are some more screenshots to take you over and if the game hits store shelves in **October**.



Roadsters

More than just a pretty racing game, *Triax's* Roadsters, due in **September**, has you betting on the outcome of each race and spending your winnings on auto upgrades and entry fees into higher stakes circuits. You can even bet against yourself! The game features a four-player mode and packs 60 tracks and 30 convertibles with multiple engine configurations. You'll also be able to trade cars with opponents.



Gex 3: Deep Cover Gecko

Gex 3: Deep Cover Gecko is making its way over to the N64 from the PlayStation thanks to **Cave Entertainment** and **Crystal Dynamics**. This **August** release features three new levels exclusive to the system, two of which are more or less bonus rounds. Most interesting is the lack of Gex's repeating voice—a problem found in Gex. Enter the Gecko Apartment, a particular phrase will only be spoken once per level.



Hercules: The Legendary Journeys

With a **spring 2006** release date, *Titan*'s Hercules is still a ways away, but it already looks like it'll capture the football antics of the popular TV show. You play as four different characters—evolving main man Hercules in a quest to rescue Deia from Ares, the god of war. Each character has his own weapons and magic. You'll go up against a couple of Titans, too.



Winback: Covert Operations

Originally due sometime last year, *Winback* from *Steel* and *Omega Force* is now scheduled for release in the **winter of 2006**. The reason for the delay? According to *Steel*, Nintendo took interest in the title and asked *Steel* to work out some of the kinks in the original version, since they felt it had potential. Because of this we'll get new four-player modes, larger levels, more complex gameplay and much more.



Kyojin No Doshin

Literally translated as Giant Doshin from Japanese, *Kyojin No Doshin* is set to be one of the puzzle games for Nintendo's N-GDD that's coming out this **December** in Japan. The game itself will play like a foreign version of *Populous*. As Doshin, you help the villagers on a southern island by changing the landscape they live on. The game's developer, *Paras*, has not confirmed whether *Doshin* will make it overseas.





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Final Fantasy VIII

Developer	Square EA
Distributor	Square Soft
Players	1
Genre	RPG
% Done	100%
Release	September 1999
Web Address	www.squaresoft.com
The Deal	The Junction System is incredible.
The Risk	Some of you might not like the Junction System.
And The Prize	That's right! It over six months later than the Japanese games.



Immediately after you graduate, you are sent on a mission that will be pivotal to the storyline.



GFs, or "Guardian Forces" are as important as ever in Final Fantasy VIII.

BLUE LAGUNA

In Dreams

Squall's "alter-ego" is the star-struck Laguna Loire.



Take a good, long look at the first English screens of Square's highly anticipated RPG, Final Fantasy VIII. The translation process is coming along very nicely, and even if the incomplete bits, the game plays beautifully and the translation is ace (as).

In case you've been in suspended animation for the last 10 years, here's a quick recap: the Final Fantasy series is the most revered specimen of the role-playing genre in the history of video games. While some might point to Western RPGs like the Ultima series, no one has captured the attention of gamers everywhere like Square Soft's flagship franchise. Without jinx, Final Fantasy has paved the way for mainstream acceptance of a once niche genre. While other role-players, such as the Lunar and Phantasy Star series, have their own dedicated followings, nothing commands the respect of the gaming world like another Final Fantasy chapter.

Starting off from a brand new starting point, Final Fantasy VIII is completely unrelated to the events that transpired in FFVII. The eighth "Final" fantasy thrusts you into the role of Squall Leonhart, an academy member and soon to be graduate from the Garden, a world-class school for would-be warriors. Upon your graduation from the Garden, you are elevated to the role of Seed captain and are sent promptly on your first "professional" mission. This mission will prove to be significant as it sets up your pivotal meeting with Rinoa Heartilly, the young, never-bored princess that will turn Squall's world upside down.



As is custom in the Final Fantasy series, a completely new battle system is implemented, Gone is the Master system that millions of gamers worldwide the flat used themselves with in FFIII, and replacing it is the "Junction" system.

The Junction system encompasses almost all aspects of functions that would normally be separate in other RPGs: Item management, magic spell ratios, defensive upgrades and practically anything else you might think of is handled under this one, unique umbrella. This process is called "Junctioning." In order to junction something, you first need to find a "Guardian Force." A Guardian Force (or "GF" as it will be referred to) is an elemental/physical creature that you summon to do battle for you. Anyone experienced with FFVII will remember such examples: the Ifrit, Shiva and Levorhain. When using a GF, their hit points replace yours, effectively acting as a mythical shield, up until their own hit points are exhausted. That, however, is only one benefit they offer. Since each character only carries one weapon (which can be



This is up to the GF's limited tactics upon as he prepares to "attack" the same poor soul.

What franchise would you most like to see ported on PS4?

44% Votes - Tomb Raider

43% Votes - Crash Bandicoot

24% Votes - Street Fighter

12% Votes - Resident Evil

11% Votes - Final Fantasy



The spell effects are flashy, to say the least. Unfortunately, you still can't skip the cinematic.

The procedural backgrounds in FFVII make for an in-depth and detailed design in video games.



In regards to things aesthetic, Final Fantasy VII absolutely the previously favored "best of forever" look for a more realistic style. The characters are fully proportioned, reminiscent of Square's less than successful action/RPG Soulborg. Set against procedural backgrounds even

upgraded at various locations), there will obviously be a need for other sorts of attacks. By summoning a GF to your characters, you gain up a wide variety of abilities, ranging from item use, magic attacks, GF summoning, and "draw" abilities. The "drawing" ability allows you to draw magic spells from numerous "drow points," much like preferring water from a well. Instead of having a set number of MP for "magic points", draw spells have a limited number of uses. Fortunately you can draw spells from almost every creature you fight, as well as obtaining them from drow points. In fact, certain spells can only be drawn from certain creatures, practically necessitating experimentation by drawing from any enemy you fight.

Summoning also allows you to defend yourself against certain types of attacks while upgrading your defensive status as a whole



The card game is the only mini-game found in FFVII. It is, however, a very helpful element to your success.

Say for example, you summon Shiva, the ice goddess, to your defense. Okay. You will now be particularly adept at resisting on attacks against you. As you survive battle after battle, not only do you raise levels via experience points, but your GF does as well. As your GF increases in level, so does the effectiveness of their defense and offense. Your effectiveness in battle will be determined largely by how well you manage your Guardian Forces. There is a large amount of flexibility in the system and there are thousands of combinations you can exercise with it. Naturally it pays to have a GF junctioned to your characters at all points.

Another difference between FFVII and FFVII is the disparity in card games. Whereas FFVII had more games played, FFVII has only one. The only mini-game found in FFVII is the Card Battle. Don't be fooled by this deceptively simple offering as a waste of time since your success in Card Battles will dictate your growth in the game. At once a simple, yet complex card game, winning Card Battles will garner you powerful items and GFs that you couldn't ordinarily obtain otherwise. Fortunately the in-game tutorial is quite thorough, making help a few cautious players away (a useful feature since considering this game is far from easy).

more detailed than the one found in FFVII, Square has set a new precedent in game design. Taking the FF series into a whole new realm are over the top spell effects that climax with the most powerful Guardian Force attacks. Screen filling lightning effects, volcanic eruptions, storms of light blinding down from the heavens, you name it and it's probably in there.

Adding to the visual flare are superb FMV scenes that segue seamlessly from the in game proceedings. Beautiful character models are displayed on screen in cinematic splendor usually reserved for the finest Hollywood productions. However, Square seems determined in bridging the gap between the two respective entertainment fields, and based on the evidence at hand, it seems they are very close to doing it.

Continuing on the universal theme of love, Final Fantasy VII also seems poised to enter in a new level of maturity to the usually laxful settings. With a smaller cast of characters and a simplified gameplay system that streamlines what was once unnecessarily complex, FFVII could be the RPG genre's crowning moment. Due out in September, it's only a couple short months to the unveiling of another legend. 



Naughty Dog's next project—currently called Project Y—is behind tightly closed doors at the moment. We do know that it's Naughty Dog co-founder Andy Gavin's project, but that's it.

Crash Team Racing

Platform: PS2
Developer: Naughty Dog
Players: 1-4
Genre: Racing
% Done: 99%
Release: October 1999
Web address: www.playstation.com

The Good: Gameplay and multiplayer stuff inspired by the 16-bit Mario Kart and GoldenEye 001

The Bad: Not being able to play more of this previous version of CTR

Are We There Yet? Certain people who "ramp out" during the battle mode.



CTR's two-player adventure looks like it's going to be a lot of fun, but we can't overlook the real source of this game's playing power: multiplayer, of course. Inspired by classics like Mario Kart and GoldenEye on the Super NES and GoldenEye 001 on the PS2, it's sure to be jam-packed with gameplay options we'll all love.

THE RACING

Teamsters



Since the game's called *Crash Team Racing*, you'd think there has to be some sort of team angle to it all. Well, you'd be right. There's basically two teams: the good guys and the bad guys. The crew consists of four racers, each with different attributes. For example, Tiny is fast but controls like soap. Crash is well-rounded, etc.

Besides bosses like wrestler Miles Davis and other secret characters we don't yet know about, here's the list of racers in the game at press time:

- Crash
- Coco
- Pinst
- Polar
- Cortex
- Tiny
- Dingodile
- N. Gin

Good

Evil

After Crash MANAGED, Naughty Dog wanted to do something different with *Crash Bandicoot*. Possibly a free-roaming action adventure like *Spyro*, possibly something else. In the end, "something else" won—and so far, we don't see any reason to complain. Even in its early stages, it's clear just how fun this character-based racer is going to be—especially from a multiplayer angle.

Crash Team Racing's overall feel is inspired by Mario Kart on the Super NES (considered by many to be superior to the N64 version). On the multiplayer side of things, GoldenEye and GoldenEye: Secret Agent. Hence the game has all kinds of options in the multiplayer mode, making it totally customizable. Choose the kind of items you can pick up, who's against whom, the type of tracks, etc. For the most part, there are six standard tracks for the Gran Prix, Time Trial, Vs. and Adventure Mode, seven battle mode tracks for the Battle Mode and two secret tracks. All of CTR's levels are unlocked after steps from previous *band* titles: 9 *Crash Bandicoot* games.

Since CTR is a *Crash* game, there's a fairly easy way to beat the game, and a much harder way. For hardcore gamers who want to beat every last percent of CTR, they can master its mildly complex turbo-system to ensure first place, take on the bosses, win gold wrenches to upgrade your kart's performance, beat N. Tron in the Time Trial Mode for relics, and finally find the secret levels and race

through them. Luckily for novice players, they can still beat the game without doing all of this stuff, but they won't quite get that cool postcard.

The turbo system in CTR works like this: You get turbo boosts by power sliding and catching air. The more successful you are doing at both, the longer your turbo lasts. In addition, let's say you're power sliding through a corner, and then catch some air off of a ramp. Well, the two turbo. In success last act as a couple of turbo, hence an even longer turbo.

In addition to power ups by way of the turbo system, your kart can get decked out with a variety of offensive and defensive items. TNT crates, Munchy fuel, bombs, shields and missiles are available via crates scattered throughout levels.

You're also awarded gold wrenches when you beat a level or boss. These wrenches can be used toward the engine, exhaust and tire upgrades. There are around 30 wrenches in the entire game. Collect all of the wrenches, save your stupefied up kart and then create your fronts.

Greatfully, CTR is the most impressive Naughty Dog game to date. They claim the game has no pop up, fig. polygon dropout or any of the other things you'd expect when a game pushes the PlayStation to its apparent limits. And from what we've seen and played thus far, they're right. As a side note, CTR supports the Remco Joystick and RedZone in addition to the standard Sony Dual Shock controller. 🐶



The Wild West Was Never this Wild!

Do you have what it takes to shoot and slice your way through 30 action-packed levels and become the "Super Wild West Hero"? Rising Sun: The Samurai Game takes you back to the wild west of 1800's where armed with only a gun, katana sword, and some ultra-ray energy, you'll face a town full of the meanest, ugliest and weirdest enemies you've ever seen.

As you fight your way through the "bush westies" you'll solve puzzles, play mini-games, deal with lockers and bloody bones, and earn those ever important "heavy points" you'll need to become the "Super Wild West Hero!"

- Lots of 3rd person super ultra ray action
- Use katana, gun, katana sword, or ray center to take care of the bad guys
- Get special mini-games to play and puzzles to solve
- 30+ levels and characters
- Word and picture puzzles around every corner

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"...quirky like no other game we've ever come across"

Next Generation

"...the sort of over-the-top weird slash-'em up the action gamers has needed..."

Game Revolution

"This game seems to have it all..."

FHM



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PREVIEW

Suikoden II

Platform:	Nintendo
Developer:	KCE Tokyo
Players:	1
Genre:	RPG
% Done:	40%
Release:	September 1999
Web Address:	www.suikoden.com

On Good: Improvements aptly have been made over the first game.

On Bad: The graphics are still 480p country.

And The Winner Is: It will get crushed by Final Fantasy VIII.



The battle engine remains largely unchanged.

There are a huge number of characters available. Especially if you have a memory save from the first game.



Sen Gou
"My...honor... Today... today...
It's a big world with lots of
monsters out there. No...uh...uh..."

THE ART OF WAR

Sprite Love



With everyone looking for the next big thing in graphics presentation many may be surprised to see Suikoden II sticking with the same old, same old, especially with the likes of Wild Arms II, Final Fantasy VII, Project Arms and Granada II on the horizon. Well, although fully 3D RPGs may be gaining ground in terms of realism and detail, they still can't replace the mood and visual language of the simple, 2D sprite. With clear, colorful head-down sprites, the artists can convey a greater amount of detail, style and expression that are often lost in the clumsy transition to polygons. Although 3D is gaining ground, it's nice to see the old-school RPG make a comeback.

When Suikoden was first released, was back when, in the dark ages of 3D gaming, "RPG" was still a taboo word to any other than hard core gamers. Final Fantasy VII hadn't been released yet, and RPGs weren't the catch cow commodity that they are now. So it went with a certain amount of balls that Kaseki decided to release Suikoden (and later, the excellent strategy RPG, Wars of Wonders), one of the most critically acclaimed RPGs of the next generation. Despite the uncertainty surrounding the RPG market at the time (and the horrible Japanese novel cover artwork), Suikoden was a certified hit, paving the way for other RPGs like Wild Arms, FFVII, Persona and Shining the Holy Arts. Aside from legitimizing the RPG market, Suikoden also proved to be an excellent RPG for its age, including the "old-school" virtues. Despite the rather primitive graphics, Suikoden boasted a lively combat engine, a stellar story line and a large number of characters that you

could fit into your party (being able to create your own castle was a nice bonus). Now, two years after the release of the original, Kaseki is back with the sequel to the ground-breaking original.

Taking place immediately after the conclusion of the first episode, you and your party find yourselves in the middle of a surprise attack. Following the skirmish, you're transported quickly into a whole new convoluted story line filled with plot twists and substantial character development.

Storyline elements aside, not too much has been messed with on the graphics front. Characters are still sprite based, but, thankfully, the artwork has been improved with greater detail and a richer color palette. Spell effects are a nice nice, making better use of the PlayStation's graphic capabilities. The soundtrack, as could be expected considering the quality of the first, is excellent, providing the epic score a series like Suikoden warrants.

In the Japanese version of the game, if you have a completed memory save from the first Suikoden, you get a new Suikoden II game on the same memory card and you'll find those original characters as part of your party. It certainly doesn't hurt to have as much help as you can get, and might even encourage those who never played the first game to give it a try. We expect this feature to be in the US version, but we can't confirm that as of press time. 



Even of the first game will reflect an increased level of detail in the game's appearance.





SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



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WipeOut 3

Platform:	Playstation
Developer:	Playzone/Leads
Player:	1-2
Genre:	Racing
% Done:	100%
Release:	October 1999
Web Address:	www.polytron.com
Our Goal:	Recreate the best graphics
The Task:	The occasional loss of frame-rate.
And The Prize:	Do we really need another WipeOut?



Many have alleged that video games like WipeOut were the inspiration for Star Wars-Racing Star: The Phantom Menor's exciting pit racing scenes.



FEATURES

What's New



Thought Polytron had exhausted all of the possibilities with WipeOut and WipeOut XL? Think again. Turns out the keys and girls in Leads still had a few tricks left up their sleeves, including:

- Dual Shock Analog Controller support (we'll spell you that one, but how about...)
- More graphics that are 64% cheaper than XL
- A new "Tosca" mod mode, Challenge Mode and Death Match Modes
- 7 new weapons (plus the ability to throw unwanted weapons)
- 3 new teams
- Smoother 3D+ views courtesy of DJ Sasha
- The return of cult graphic design agency Designers Republic

One of the PlayStation's five launch titles, the original WipeOut helped sell thousands of new systems (particularly in Europe, where for months one copy of the game was purchased for every two systems) and saved the first units of doubt about the graphically under-powered Sega Saturn. The game, with its then-pag-efrenetic conduct and futuristic visuals, also introduced a number of "banned" new marketing "hooks" to the video game industry, music CDs and genre-inspired club wear were scratched up by eager fans, and promotional game tracks were set up at popular night clubs.

While a pair of sequels (WipeOut XL for PlayStation and WipeOut XL for N64) helped hardware sales top 3 million, neither ranked the excitement generated by the original.

Seeking to capitalize on PlayStation's current installed base of over 50 million systems, Polytron hopes to introduce the series to scores of new gamers with the impending release of WipeOut 3.

In the 1800s (to abuse the game with some much-needed originality, WipeOut 3 is being created by a number of developers from Polytron Leads Studio with no prior WipeOut experience). (Only one original team member remains.) The result is a game with fresher track designs, an easier learning curve, and dramatically cheaper visuals; the game's new graphics are reportedly so pretty it shaper than WipeOut XL's. A number of minor tweaks, such as the ability to drop unwanted weapons, have finally been made and are sure to please long-time fans.

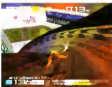


Cult graphic design company Designers Republic has been brought back into the fold for the third installment to create logos for the new teams as well as the game's inter-titles. Also, the decision to include only eleven tracks gives the game a grittier, realistic look.

All new ship designs and seven new weapons also join the mix, while old favorites such as the shield and homing missiles have been modified to improve their impact. The analog control, although a bit touchy for newcomers, makes mastering advanced courses a bit easier.

As for WipeOut's celebrated soundtrack, a well-known British DJ, Sasha, has been appointed as musical director. In addition to selecting tracks from such artists as Chemical Brothers, Orbital, Propellerheads and Paul Van Dyk, Sasha is developing his own mix for the game.

While many longtime PlayStation fans undoubtedly will greet the game with a resounding "been there, done that," gamers who missed the series' previous installments should check it out. 🎮



The new 3D look gives new meaning to the term "downward spiral."

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.
YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends, if it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet.

Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or, say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

Star Ocean THE SECOND STORY



WWW.PLAYSTATION.COM





PREVIEW

Madden NFL 2000

Publisher	Electronic Arts
Developer	Electronic Arts
Platform	PC
Genre	Sports
ESRB Rating	TE
Release	September 1999
Web Address	www.ea.com

The Game You won't believe how good the graphics look. Putting the ball on't so tough as years past.

The Ball Some might complain that running is actually too easy using certain star running backs.

And the Loss At this point—nothing.



Approves new additions and a better franchise mode skins the show. Coming in a close second to a franchise running game. Putting the gaps and landing big hits for more yardage gains is possible every time. Released juke moves after things up as well. An Arcade mode offers even more ball-carrying performance. Madden 2000 looks tough to beat this year.

ANIMATION

The Windmill

New animation makes a world of differences.



It won't take long for Madden fans to notice a healthy number of improvements in this year's game. An infusion of polygons, deep shading, and better proportions of players have done wonders for the football stand-by.

The graphic improvements are great (at the speeds frame rate is even better—it's faster in almost all areas of game play). The extra juice is most noticeable in the running game which, by the way, is much livelier than in years past. It's on par with NCAA Football in that regard. It goes back to about a for the last three years wasn't a waste of time after all.

MADDEN 25

10 Good Reasons to Buy Madden 2000

1. Running is easier & faster overall
2. Injuries are included
3. Incredible graphics
4. New animation
5. Arcade Mode
6. New play editor
7. TE and RB are included
8. New special moves
9. New scenarios

Combining the speed with an arsenal of new animation puts this edition at the top of the charts for no reason. Whip tackles finally look convincing as do most field hits (although replay never a some collision discrepancy). Check out the slides on the far left to see a unique take-down. Individual use and power rankings have a lot to do with the severity of a collision as

well. In other words, Barry Sanders won't be leveling many linemen. He'll certainly take them out of their shoes though. Cards is one of a handful of running backs that are almost too good. We'll see if EA turns down their salary before final game out.

In an attempt to jump on the "Smack Politics" bandwagon, Madden 2000 contains plenty of extra scenarios. Players, of course, give first downs signals and generally act like fools after a great play. In addition, coaches, referees and cheerleaders add the realism giving the side a heightened TV style presentation.

The play by play commentary is most impressive. Somehow they've managed to keep Madden and Summerall talking almost constantly. It seems like they react to everything you do on the field. Madden even critiques your play selection (whether you want him to or not).

Other notable features include the All-Madden Millennium team (top players from the entire century), hot and cold gauges for individual players and a situation creator. The situation creator allows you to concoct any wacky scenario you can think of, the play is set. Along the same lines, historic games can be entered at any point to test your skill.

Overall, Madden 2000 looks hard to beat! Don't discount football games set in for a fight. They may look better but we'll be surprised if they play better—very surprised.



NFL GameDay 2000

Platform:	N64 Sports
Developer:	N64 Sports
Players:	1-8
Genre:	Sports
% Done:	75%
Release:	September 1999
Web address:	www.n64sports.com
The Good:	In-game help menus and Practice Mode for newcomers.
The Bad:	An almost ludicrous level of detail.
Out This Fall:	What's next? Drug tests?



Somewhat amusing at first, the telestrator effect becomes tiresome, since you can't zoom out of it.



NFL GameDay 2000 picks up the action with new gang tackles, low- and high-wrap tackles, drag downs and special tackles.

HOSTILE OPTIONS

Tie-in Alert



In an unrelenting attempt to take over the sports gaming world as we know it (OK, with exaggerating just a bit), NFL GameDay 2000 owners can draft some players from another game pipeline (i.e., NCAA GameBreaker 2000, and have them play with the pros.

What's more, an updated Create Player feature lets you customize a player's physical attributes, salary and—no joking—mental makeup.

Further adding to the realism, the game's regular players are scaled to the size and weight of their real-world counterparts. Motion data captured from six all-pro means GameDay 2000's players move just like the real thing, too.

You had to figure it'd be a matter of time before the number of new features, options and tweaks found in NFL GameDay 2000 borders on the ridiculous. Two hundred new player animations? Twice as many plays as GameDay '99? The reborn uniform? A Create Player feature that allows you to customize a player down to his "mental makeup"? Forget the kitchen sink—999 Studios has thrown an entire kitchen's worth of items into the game.

Cognizant of the fact that most gamers barely scratch the surface of today's feature-rich sports games—when was the last time you played an entire season as a general manager?—the developers have tried to make GameDay 2000 more enjoyable for casual gamers, too: the new "Play As Any Skill Player" option lets you become the quarterback, running back, wide receiver or tight end with the touch of a button. You can also break ankle tackles or drag would-be tacklers for the first time ever with second- and third-efforts. Of course, your opponent has new gang tackles, low- and high-wrap tackles and drag downs on his/her disposal to keep things even. GameDay 2000 even lets its game help menus to assist newerbies unfamiliar with the game's controls.

An updated TV-style presentation complete with telestrator-animated replays—yes, *replays*, that yellow electronic pen sportsbooks love to use—and dramatic camera angles make this the sharpest looking GameDay ever. Co-announcers Dick Enberg



and Phil Simms add to the fun with frighteningly obscure facts about your favorite players. Did you know Tampa Bay quarterback Trent Dilfer played for his high school golf team in Fresno, Calif? Neither did we.

For those of you who like to micro-manage your favorite team down to the smallest detail, the game's GM Mode lets you create, draft, sign, trade and release players and free agents. There's even a salary cap.

The game's computer AI has been beefed up, too. Both offensive and defensive players make adjustments on the fly before the snap, letting you to make similar adjustments.

Suffice it to say NFL GameDay 2000 has more than enough additions to keep even the most rabid football fan busy well into the next millennium. 🍌





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PREVIEW



SPYRO - RIPTOP

Where did Spyro's subtle and end boss' name come from? When spelled in Japanese, the word Spyro (pronounced san-pyoo-roo in Japanese) looks very similar to the word Ripto. Yes, it's that simple.

Spyro 2: Ripto's Rage

Platform	N64
Developer	Insomniac Games
Players	1
Genre	Action
ESRB Rating	KQ
Release	November 1999
Web Address	www.playstation.com
The Good	Incredible graphics, complex and fun gameplay and Spyro's old voice is gone
The Bad	It still only requires one hit to kill most enemies
And The Ugly	Spyro's original enemies often do cause less



The first thing we noticed about *Spyro 2* are the graphics—they're outstanding. In fact, at one point just as a level was starting, we thought for sure we were about to see a beautiful, hand-drawn 2D image that you had to walk into in order to be warped to the level like in *Crash 3* or *Marble Madness*. Instead, it ended up being the actual level, polygons and all. We just had to walk into it.

BOSS TACTICS

You're Fired



If you thought the bosses in the original *Spyro* were too easy, you'll be pleased to know the bosses we fought in *Spyro 2* are quite tricky. Even the first boss (though somewhat predictable) forces you to time your jumps perfectly again and again. And then just when you thought you figured things out, he changes up his pattern.

The second boss, Gelfi, is even more difficult: He throws anything and everything available at you. That is, unless you use it as his first. Rockets, barrels, bombs, etc. are fair game if you're not fast enough. He even starts up checkers scattered around the arena to replenish his hit points. And there's at least one more boss we haven't seen

yet. It too often seems to come through the CGM offices that just aren't really needed—they're almost repeats. Isn't that annoying? Well, luckily we didn't need much convincing with the preview of *Spyro 2* we recently played. We're able to see the odd boss and improve thanks to this particular sequel almost immediately, in both the gameplay and graphics departments.

The main complaint about the original was the lack of difficulty for experienced players. Well, if you were disappointed with the first *Spyro* in this regard, you'll be glad to know the difficulty has been increased. Novice gamers will still have a good time, but there's more complicated tasks for the hardcore gamer to complete—thus extending the life of the

game further for those who want it extended.

Spyro 2 has loads of mini-games. Like hockey and billiards, puzzles and over 100 NPCs to interact with (some who persist. *Spyro* with a task or ask for a set of items in order to pass a certain obstacle). Gameplay is broken up into two main objective types. Takeover tasks, the primary objective every player will take part in, and DPs tasks, the secondary, more skill based objectives. Hardcore gamers will prefer to. Thus, *Spyro 2* plays more like a *Spyro* Koopie type of game than before—there's more stuff to do, and a bigger number of levels to do them in. In fact, there's some 20 themed levels now.

Fortunately *Spyro* has a slew of new ways to fight his way through these levels. He can now shoot things from his mouth (after gobbling them up), swim, use skate and gain other special abilities (like supercharge, superspin and can levitate, superfly) by solving puzzles within a level.

In between levels, *Spyro 2*'s story is delivered in cinematic using in game graphics. Tom, who we've seen, they're very funny. Basically, the story goes like this: On the way to a much needed vacation, Spyro gets whisked away to a world in need of assistance. And since he's on all-around decent chops, he obliges. So off he goes to fight Ripto, a Napoleonic-esque story, with a stack of hulking brutes and other buddies to help him spread evil over the land. And the adventure begins. 



Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
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Tony Hawk's Pro Skater

Platform:	Activision
Developer:	Nextsoft Ltd.
Players:	1-2
Genre:	Action
% Fun:	50%
Release:	October 1998
Web Address:	www.activision.com www.tonyhawk.com

The Good: Great controls, looks nice, very addictive

The Bad: Lots of polygon clipping which will hopefully be resolved in the final version.

Just the Facts: Missing the camp when coming back down from a vert.



Aside from the different single-player modes in THPS, such as career or single sessions, you can also play in two-player mode via split-screen. There will be four unique versus games: truck attack, graffiti, hoops and boxes. Each mode will have the player to skate as wisely and effectively as possible.

TONY HAWK Q&A

Mister 900



IGN: What do you like about the game?

They: I like how you can continually adjust yourself in the air. I've played other games where you do a trick and you're committed to it.

IGN: Did you perform the motions of all the skaters in THPS or did Bob and Randy record their own moves?

They: Well, they're all cool guys. But since a couple moves are "signature moves" I had to learn most of Bob's on the day of the shoot. It was really hard.

Little did Mr. Hawk know that a little later after this interview, he would make history by successfully pulling off a 900* in the X-Games. Congratulations They!

Those of you out there old enough to remember (or maybe even owned) those fat old Powell Perate de cis with your huge fat Bontec wheels will surely recognize the game's undeniably Sega's Top Skater notwithstanding, there's been a total drought of good skate looking titles from the glory days of Atari's year*. Unfortunately, it's been too easy to of late to go over to jump all snowboarding and skate titles into one go more package pile. (Trust us, we know) Tony Hawk's Pro Skater is one skate game that must not be overlooked. It's quite possibly the first skateboarding title to come along that will truly push the design of all future boarding games.


To ensure that THPS looks as good as it plays (we'll get to that later), Nextsoft employed extensive motion-capture techniques for each and every trick. Everything from your by the look kickflip or frontside grind, to a 900* (seriously it's fully recorded for maximum realism. As important part of why THPS feels so responsive is because each move is animated sequence meticulously transitions into each other without so much as an awkward staccato. Combine these results with the game's partiality toward realism and you have THPS, it walks that fine line between believability and playability.

A good rule of thumb in THPS is, if something's there, you can skate on it. Realize the odds onto benches, curbsides, over garbage cans, rails and anything else you might see at a school, in a mall or at a skate park. There will be a total of nine courts in the game, each with a different emphasis, whether it be street style, vertical, both combine it or downhill tracks. Street paths and bonuses also offering the replay value of THPS.

As for the skaters, Tony Hawk is joined by eight other professional skaters, including Bob Burnquist, X Games gold medalist Rocky Lee, Roni Darberg,

and other notable tricksters of the street. Each one is rated in four different categories: style, speed, air and balance. Since the ratings correspond with real life capabilities, those better for their street skills will possess better balance for grinds and ollies, while ramp monsters like Tony Hawk and Randy Runk get the most out of your vertical living time. Each character will also have signature moves which are key to winning competitions. Successfully complete a chain of tricks and you'll get your "special" meter and score big points.

Linking moves to form special combos is the name of the game. The best part about THPS' gameplay is that you have complete freedom to string together any number of tricks to customize your style. You'll find yourself drawing new ways to square in every move in the book before coming back down. Get too greedy and you'll find yourself windmilling on the pavement. These workouts are some of the most credit-making sequences we've ever seen.

If Nextsoft can clean up the clipping problems with the in-game camera, THPS will be a near perfect skateboarding experience. We can't wait. 



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PREVIEW

Medal of Honor

- Platform:** Electronic Arts
- Developer:** DreamWorks Int.
- Players:** 1-2
- Genre:** Action
- Release:** 2004
- Company:** Fall 2004
- Web Address:** www.mohgame.com
- The Good:** Immersive, realistic. A nice analogy (look for mouse look).
- The Bad:** This game isn't coming out until fall.
- Are the Kids:** Getting a grenade kicked back in your face.



Here, a selfless soldier sacrifices himself by diving on a live land grenade. For the fatherland!



Relive your favorite moments from *Diving Forthright Again*.

CAPT. DALE DYE

Keeping It Real



In order to make Medal of Honor as authentic as possible, DreamWorks brought in Capt. Dale Dye (a retired USMC) as a consultant on everything from the look and feel of the weapons, to details about any intelligence and behavior. Chris Cross of DreamWorks recalls: "Originally we wanted our first mission to be the search and rescue of a general and Capt. Dye says, 'That's bullshit! Who would a general be doing back there?' so he really helped us with the context for the missions." The captain's other credits include advising on films like *Saving Private Ryan*, *Platoon* and *Born on the Fourth of July*.

Are you ready to rise above and beyond the call of duty? Medal of Honor from the Electronic Arts and DreamWorks Int. is a 3D first-person shooter that puts you deep behind enemy lines to engage the Real war effort. You take on the role of a sergeant in the Office of Strategic Services (OSS), whose task is to aid Allied Forces through sabotage and espionage. Not only is Medal of Honor one of the few true FPS titles out there for the PlayStation, it's also the only World War II shooter out there that accurately depicts the revenge of war.

To ensure that Medal of Honor adheres to its historical background, DreamWorks based each of the game's 30 missions on real stories of the OSS from what we've seen, there will be plenty of missions in which you'll need to not only accomplish your objectives, but also to get out alive. "The word we'd like to use to describe this game is 'authentic' and not 'realistic' (since realism often comes at the expense of fun)," explains Chris Cross, lead designer on Medal of Honor. To that end, the game is painstakingly detailed.

To combat the Nazi menace, you can use up to 25 different WWII era weapons—specialized assault like sniper rifles and anti-tank rockets, or more general purpose firearms like shotguns and the formidable BAR (Browning Assault Rifle). There are a few missions which require you to go undercover and infiltrate enemy territory. Disguised as a German soldier, you can breeze by Nazi guards or flash a face ID to get the SS guards off your back. Beyond

Castle Wolfenstein anyone?

Historical details aside, Medal of Honor is also backed by impressive gameplay elements. Controlling your OSS Gamepack is easy and intuitive. By utilizing both sticks on the DualShock controller, you can as easily move, aim and "mouseclick." The game also keeps track of hit location so that shooting someone in the belly feels like a hit, or a headshot may tear off his helmet. Equally as dynamic is the enemy AI, which transitions between several states of "being," if fired at, enemy soldiers will pull back, take cover and return fire. Throw a grenade at their feet and they'll scuffle it back to you with a kick, or one guy will sacrifice himself and cover the grenade to save his comrades. They even turn tail to run for help. That's when you shoot them in the back.

For two player modes, Medal of Honor supports split-screen head-to-head, cooperative and a unique version of "Hot Potato" with a live hand grenade. Hopefully, the split-screen freeze-frice can keep up with all the action. Yes, war is hell, but Medal of Honor can be pure heaven. ☠



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VIDEO GAMES

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Dune 2000

Publisher	Westwood Studios
Developer	Westwood Studios
Players	1-2 (1v1)
Genre	Strategy
Platform	PC
Release Date	October 1999
Web Address	www.westwood.com www.dune2000.com

The Good: The Dune 2000, 3D terrain, the soundtrack.

The Bad: The new 3D units look less detailed than the 2D PC version.

And The Why: A big nasty software bug unfolds battles.



It's important to build your structures on a solid cement foundation. If you build without a solid foundation, your structures will gradually take sand damage.



THE THREE HOUSES

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Dune 2000 is a real-time strategy game that dwells at the entrance of Frank Herbert's Dune series. Often considered the grand daddy of all RTS games, Dune 2000 is an updated version of the 1993 classic Dune 2. Some would argue that Dune 2 is one of the most influential strategy games ever made. The structure of managing scarce RTS, building a base and controlling troops, all in real time, has spawned a market in size that's comparable to the seas of first-person shooters. However, Dune 2000 on the PlayStation will be more than just a strategic port of the PC title.

For starters, Westwood has entirely reworked the graphics engine to bring Dune 2000 into the world of polygons. Each building and unit in the game has been translated into 3D. This allows the engine to flex some of the special effects available to PlayStation games like lightning, wind and particle effects. Of course, there are advantages and

disadvantages to using 3D. For instance, compared to its 2D PC counterpart, a lot of the buildings and units look less detailed. We'll have to wait to see how the game looks once it's finished, but from what we've seen so far, we think it's worth the trade-off. While the terrain is still a 2D background, the game now takes into account 3D factors like elevation, ridges and plateaus.

Like all PC titles when it comes to the mouse, controlling the game on a PlayStation is always an issue. Sure, there's mouse support but you probably don't own one. Luckily, Dune 2000 has excellent analog support for mouse emulation. It's easy to navigate around the map and after a little getting used to, the menu system will become second nature. Of all the RTS games for the consoles, we've found that Dune 2000 has one of the better control schemes. Finally, Dune 2000 supports the PlayStation link cable for two players to head-to-head player action. That's good, because in a market that's quickly filling to capacity with real-time strategy games, Dune 2000 needs to stand distinguished. **A**



The Spice must flow.

Wu-Tang: Shaolin Style

- Platform:** Activision
- Developer:** Parasoft Development
- Players:** 1-4
- Genre:** Fighting
- ESRB:** 30%
- Release:** November 1998
- Web address:** www.wutang.com
- The Good:** Lots of moves, cool finishes, exclusive finishing moves.
- The Bad:** No online support, slow character movement.
- Not for fans of:** 3D dirty realism's drunken-style. Stop falling down so I can hit you!



Each Clan member has his/her own exclusive finishing move. Here, 62A demonstrates his sword-wielding ability by slicing and dicing his foe.



Still disappointed over being third? Well, hell no more. The game adds the same engine, resulting a 1-4 player breakdown.


At first glance, one might be tempted to overlook a fighting game featuring members of a popular hip-hop/rap group, simply dismissing the game as a novelty that will only appeal to the most hardcore of fans. A lot of people did indeed scoff when Activision announced a fighting game based on the highly popular Wu-Tang Clan. There have been many attempts to capitalize on a pop culture icon in the past and most have failed miserably (sorry to all fans of you Shaggy fans out there). But underneath the hip-hop exterior, you just may find a decent fighting game.

Utilizing a modified version of the now legendary Unreal III engine, Wu-Tang: Shaolin Style features one to four players battling to the death in a variety of three-dimensional arenas. All of your favorite Clan members are here, including 62A, 62B, 6P Dirty Bastard, Inspector Deck, RZA, the Chee, 140-cal, Methu Killah, Shaggy Poo Killah and the Method Man. Each character has an alter ego, boosting the total number of selectable characters up to 11. There are a total of 16 arenas located around New York City and various areas of China where you can show off your Shaolin style. The non-linear Story Mode launches your Clan member of choice in a quest to conquer the 36 chambers of death, an integral part of the Shaolin style on which the Wu-Tang Clan bases its philosophy.

The majority of the moves are done in a standard fighting game fashion—opener strikes and half circles followed by button pushes in the order of the day. There is a surprisingly substantial amount

of moves to learn for each character, including a variety of throws, combos and special moves. At this point in time, the control is pretty tight, but the responsiveness could be tweaked a little. Unfortunately there is no analog control, and it's a bit difficult to change your focus on an opposing player. The game is still very playable, but it would help if you knew exactly who you are trying to attack.

What good would a game based on hip-hop artists be without some decent background music? Wu-Tang: Shaolin Style features some classic tracks from the Clan, and it also includes three brand-new songs exclusive to the game. This will be the Clan's only new release of 1998—an extra incentive for the die-hard fans. Even better news is that since the game is expected to get an M rating, all of the musical fare will be completely uncensored.

Wu-Tang: Shaolin Style is sure to turn heads (and captivate) some heads when Activision releases it later this year. The quality factor will sell the game to the niche crowd, but fighting fans should give it a try as well. 

CRIME ISSUES

Peaceful Violence



The game is not as bright as the sword, declares the Wu-Tang Clan. Concerned about images of violence that are frequently portrayed in the rap/hip-hop culture, the Clan has decided to actively prohibit any kind of violence to guns or random violence. You won't be seeing any handguns or drive-by shootings in the game, just street guard and forbidden hand-to-hand combat with an occasional ninja blade thrown in for fun. The best protest yet! 



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PREVIEW



Can you identify this man? Hint: He's not the bald dude passing the beans of the *You Don't Know Jack* series... (read the story below for the answer)

You Don't Know Jack

Platform: Xbox
Developer: The Body Systems, Jellyfish, Microsoft Windows
Genre: IQ
Gameplay: Multiple-choice
ESRB: ESRB
Release: September 2009
Web Address: www.youknowjack.com
www.youknowjack.com

Do I see? Getting to play this game from your living room couch, instead of standing around a computer keyboard?

Do I eat? Don't you just love getting repeat questions in game show video games?

Are I for Jack? Don't you just love getting repeat questions in game show video games?

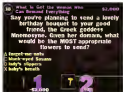
HOW COMPUTING

Jack Around



You Don't Know Jack (and its trademarked bald man face) is everywhere, at least for PCs and Xbox. This officially acclaimed series has several volumes, themed frontloaders, collections, spin-offs and even an internet-only show. Below are the various YDKs (not including compilations) you can play if you have a computer. Here's hoping some of them make their way to the PlayStation.

- YDK: Vol. 1-3
- YDK: Vol. 4: The Final
- YDK: Movies
- YDK: Television
- YDK: Sports
- YDK: The Hot Show
- YDK: Online (coming soon)



See this "I" score here? In this trivia game show, you can hit a special button to send it on over to your opponent...



Crucial: If your opponent answers correctly, YOU get scored (and penalized) instead.

...New Player (he is "scored.") He is also most correct, in less many dollars.



One of our favorite PC/Mac games of all time is finally coming to a home console. The highly successful and wildly addictive trivia game show *You Don't Know Jack* will be out for the PlayStation this fall. The good news is, the PlayStation YDK rocks. The better news is, now you'll be able to experience this fantastic party game from the comfort of your living room (instead of crowding around a 17" color-patch keyboard like the PC/Mac versions require you to do).

If you're not familiar with this "Innocent Quiz Show Party Game" (as described by its creators), it's a one-to-three-person trivia contest, set up in a game-show environment. But this isn't your average *Who Wants to Be a Millionaire*-based deal. This game is truly wild, and it's hosted by a very funny, saucy-mouthed and sarcastic S.O.B. He'll tease you. He'll mock you. He'll occasionally force you to answer a question, even when you didn't buzz in. Most of all, he'll make you laugh your head off. What other legitimate game show host would gauge your performance by saying, "Let's see how you did. Well, the word 'accept' comes to mind."

The value work in YDK is amazing, and everything streams off the CD neatly (the early beta we received had no nicks or the local issues at all). Even more impressive is how live and spontaneous everything is. If you guess the wrong answer, the host will point out why you were stupid in picking out that

specific response. If you decide to skip the instructions, the host will comment on how ignorant you are. If you take too long to enter your name on the high score list, you might hear, "Pick up the pace or else I'm going to do it for you." If you still take too long, you might hear, "Congratulations. You are now known as 'Blunquag.'" And same enough, "Blunquag" will be on the high score list.

This PlayStation version will have quiz questions (from from the PC/Mac versions and 600 new ones). It will also have special question types like Jack Attack (words will flash on the screen and you have to buzz in when you see a match, like "elephant" with "elebar"), Doublet (you have to choose whether the word you see belongs to one category or the other, like whether "Durand" is a Star Wars character or someone belonging to the African Nation) or ThruWay (you have to pick one of three items that matches the clue up top, like deciding who among Moses, Corney or Abraham starred in *The Man With the Golden Gun*).

If you get one innocent quiz show party game this year, make sure it's *You Don't Know Jack*. Trust us: it's a blast.

Oh and by the way, the answer to that question up at the top is Joe Pyblak, the publicity editor (don't ask us what that means) of *Official US PlayStation Magazine*. You can find a dozen of YDK in one of his upcoming issues.



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Metal Gear Solid: **Integral**

Platform: PS2
Developer: HKS, Ajicom
Genre: Action
Gameplay: Action
ESRB Rating: M
Website: www.hks.com.co.jp
Release Date: February 20, 2003
PlayStation 2: Available now (Japan)
Web Address: www.hks.com.co.jp
The Good: Rejuvenates to one of the greatest games ever made
The Bad: The first-person mode is awful
Get The Info: HGS Integral will not be coming to the U.S. in this form.



One of the special scenarios you can watch on the PS 2 is a movie which allows you to play a few missions as the Ninja. There are only a few, but it's still cool as hell.



All the wholesome goodness of HGS is intact, with loads of extras to boot.

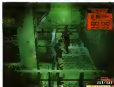
ANALYZING

Snapshot




Building on the "Camera Mode" found in the original *Metal Gear Solid*, where you could take photos at any time in the game, the HGS title adds "Photographing Mode," unlike the first, whose main purpose was to find all the "shreds" in the game (actually the HGS developer crew), the Photographing Mode allows you limited access to the goals of *MGS Integral*. Depending on your final score in the game, how you were rated (with an overall rank, i.e., "Lionard," "Bever," etc.) will determine how close you are allowed to get near the subjects. The better your score, the closer you can get, resulting in better pictures. If that's not incentive to replay the game, then nothing is!

In a case you've been living under a rock the last few years, there's been this little game that came out a little while ago called *Metal Gear Solid*, a game so widely accepted as possibly THE most original product of the '90s that its reputation is practically unassailable. Creator Hideo Kojima, however, like many Hollywood directors, felt that there were things left (un)done and has returned with the so-called "director's cut" called *Metal Gear Solid: Integral*. Although strictly an import, the game can be played with the Japanese or English voice-acting. In addition, after completing the game once, you can then play again in first-person mode. *Integral* is presented in both a third-person first-person perspective and merely examine



your surroundings, you can now move fairly about the environments in this mode, using items, unlocking your weapons, and activating switches. Unfortunately it's about as useful as holding the controller with your feet, since your turning speed is so slow, and you can't see your weapons or anything else.

Justifying the purchase of another copy of *Metal Gear Solid* is the addition of the VR Disk. On this disc are 100 additional VR missions, like the ones found on the original HGS. All sorts of missions await you: Puzzle, Mystery, Weapons Training, even large missions can be played once you've unlocked them all. Aside from skill-testing virtual avatars is the "Photographing Mode," which allows you to photograph the females in the game, from a distance, while they pass by you. Your final score in the game will dictate how close you can get to the choices.

While the AI is still a bit retarded (shoot the guard in the back of the head, then hide, and he'll go back to his patrol route. Very considerate.), and some of the mission structure is a bit convoluted (but a no-cold-war, disc, anyone?) there is very little to moan about in this enhanced release. The only bad thing you could say about this is that it won't be coming to the States in this form. Only the VR Disk will make it to U.S. shores, but if you can live without the virtual-first-person mode, then this should be fine. 



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sometimes a
girl just
has to kick
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PREVIEW
GALLERY

Tomb Raider: The Last Revelation

Another year, another Tomb Raider from **Cube Design**. Despite not being as well received as the first two games, Tomb Raider 3 was surprisingly the most successful game in the series so far, racking up some impressive sales figures. Lara's return was inevitable, but the really things look like they're going to be quite different this time. The levels are now far more linear and don't spread across the world in quite the same way as TR2. We've also found that the graphical style of the locations has a lot in common with those found in **Hitler** while more **Soul Reaver** features in the environments are all drawn with similar colors and shades to give the game a more detailed and less garish appearance. There are some groovy lighting effects too. Along with this, Lara herself looks much better as we find her drawn using a technique called "blending" that merges textures a round the polygons and makes them look smoother. Look out for Lara **before the end of the year**.



WCW Mayhem

The PlayStation version is almost identical to its Nintendo 64 brother (where, provided you can read in this case). Retained, due to the CD format, this version has full motion video sequences (including a bonus, futuristic CD intro) and more voices (which are very well done). Otherwise, everything else is the same, from the number of wrestlers included to the various modes of play.

Electronic Arts is publishing and **Radix** is developing this one- to four-player game (due in **October**).



POWERPUFF PATROL

FRIDAYS

CARTOON CARTOON FRIDAYS
7:30-11:00 PM (ET/PT).

CARTOON
NETWORK
YOU WITH US!

Lunar 2: Eternal Blue

Working Designs brings Game Arts' fantastic story to Lunar in the U.S. this winter. A thousand years after Lunia and Alex first set out on their quest, evil is again plotting to throw the world into eternal darkness. As Alex, you and your friends must find the goddess Athena and restore peace to the land. About an hour of animation and over 50 minutes of dialogue meet you in this three-CD RPG.



Silhouette Mirage

If you're familiar with **Trespasser's** work, then you know that *Silhouette Mirage* is a 2D side scroller with loads of special effects, Mirano character designs and super-tight gameplay. It was originally released for the Saturn, then revisited for the PlayStation with added particle and transparency effects. **Working Designs** will release *Silhouette Mirage* in August.



Thrasher: Skate and Destroy

Thrasher: Skate and Destroy is **Backbone's** first foray into the world of skateboarding. Rather than taking an arcade approach, they've decided to focus more on the simulation side. There are 22 vert hills, arenas and a police officer who chases you around with a bear at the end of your run. Sponsored by the definitive skateboarding magazine *Thrasher*, *Skate and Destroy* will challenge gamers this December.



Sheep

Set for release from British softy's **Empire Interactive** before the **end of the year** is a simple but effective action/strategy game called **Sheep**. Imagine something that's kind of a cross between **Paypools'** **Lemmings** and **Team 17's** **Worms** and you'll have a rough idea of what this thing is about. Control the sheep, guide them to safety and commit acts of unspeakable violence in an oddly cartoon-like environment. It's a bit disturbing, but it looks like it might be quite fun.



Urban Chaos

Developer **Mucky Feet** is made up of a bunch of ex-Building guys, and the head honcho on the project, Mike Disbarr, is the man who brought the world **Synicide Wars**. A hefty pedigree to live up to indeed, but **Urban Chaos** looks like it might be something special. A 3D action adventure title with a difference, what really sets the game apart is the graphics engine. There is an inordinate amount of detail in the way the thing looks. You'll be surprised it's running on a Playstation. From **Edge this fall**.



THE DEXTERS



CARTOON CARTOON FRIDAYS
7:30-11:00 PM (ET/PT).

**CARTOON
NETWORK**
YOU WITH US?

Detonator Gauntlet

The latest acquisition of Redding, Calif.-based publisher, Working Designs, Detonator Gauntlet is a strategy RPG very much in the vein of the Shining Force III games. With more than 50 missions, five different endings, and practically no load times, Detonator Gauntlet might be just the ticket for gamers longing for another Dragon Force or Final Fantasy Tactics. Fans of strategy RPGs will find Detonator Gauntlet the fall.



NBA ShootOut 2000

ede Sports has had a year and a half to make ShootOut 2000 a mean, lean basketball machine (ShootOut '99 was never released). Revamping the show me egg and player waves, finger rolls, fade-aways, reverse layups, and one-handed dunking options are just a few of the new maneuvers. We have n't played it yet but we're expecting gameplay to rival NBA Live '99; gdp will release this game in November.



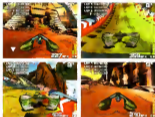
NBA Basketball 2000

Fox Sports Interactive is looking to break into the tough sports genre in a major way with the help of developer Realtime Illusions. Basketball 2000 promises to take television-style presentation to the next level with real-time graphics used in Fox Sports broadcasts. A career-oriented Create-a-Player mode is another key feature. Look for NBA Basketball 2000 this October.



Mag 3

Crew's Mag 3 is an oddball, hovercraft racing game vaguely similar to Extreme G. Filled with 32 triped, insectoid vehicles and some wild twisting roadways, the game shouts for a roller coaster-like experience. Mag 3 has three cool weapons: road mines, beams and a quasi-particulate beam thingy. It has graphics, two-player contests and plenty of high-banked racing are promised. Look for Mag 3 in **September**.



Fatal Fury: Wild Ambition

Notable for being the first Hyper Neo-Geo4 home conversion thus far, Fatal Fury: Wild Ambition brings the FF crew into the world of 3D for the first time. Following in the footsteps of the Samurai Showdown series, FFWR uses fully polygonal graphics with old-school 2D gameplay (like what Capcom did with Street Fighter IX, but not nearly so poorly). **SNK** and **Electronic Arts** is bringing this one to the States this fall.



BRAVOISM

FRIDAYS

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PREMIER
GALLERY

Test Drive Cycles

It's about time **Accolade** put out a motorcycle game. Published by **Intergames**, Test Drive Cycles puts you in the saddle of 30 licensed bikes in three categories—Cruisers, Sportbikes and Sportbikes (Sportbikes are a watered-down version of the Superbikes, a little less power, a little less braking, etc.). Staying true to the Test Drive formula, Test Drive Cycles offers 24 tracks from around the world, traffic and hazard-to-lead play (just like Test Drive 3, breakable objects will be literal) throughout the courses. In addition, upgrade games and customization play a big role in the game. No word if the game will contain a golden class mode; hopefully it will. Easy rider wannabes can experience Test Drive Cycles this fall.



SuperCross Circuit

City Sports has joined the Supercross revolution with intense in-hand races. Mike LaRocco, Larry Ward and Jeff Gray (no name is fixed) adore the "hot circuit." In addition, no indoor and outdoor courses are featured including the Silverstone, Motocross, Qualifiers and several others. A fancy track editor, 15 different bikes (sorry no Honda here) and a heavy emphasis on realistic physics are promised this **November**.



Knights of Carnage

This summer, **THQ** will be releasing **Yoko's** Knights of Carnage, a one of two player fighting/action title. KoC is a bit similar to the one popular Golden Axe games, only it's in a 3D world (and is slightly slower paced). This game takes the Golden Axe appeal to a higher level, however, by offering different game play styles (see picture, lower right) and shops where you can purchase new weapons and items.



Major League Soccer 2000

From **Novotel** this **November**—the latest version of International Soccer enters Soccer gets a major update. All the player AI has been tweaked, the graphics have been given a major overhaul, but most importantly it now boasts a Major League license. At last...it gets real player names! Unfortunately this isn't quite the greatest license ever, it only provides 12 soccer teams and 100 stadiums—but it's a start. You also get to play in a genuine MLS season, play in All-Star games and play off, a nod to the MLS Championship cup. What will also make the game a bit more interesting though is the inclusion of an FPS-like "Success Maker" that allows you to develop individual players as you take them through the championships to become star performers.



NHL Championship 2000

Developed by Radical, the first Power Play Hockey is still legendary and widely regarded as the best non-CA hockey title ever. Their latest effort, published by Fox Sports Interactive, is NHL Championship Hockey 2000. The goal is to offer the genuine play of Power Play with all the pizzazz that Fox Sports can provide. We'll see if they pull it off this September.



NHL FaceOff 2000

Fox Sports has toned down the hyper speed that plagued FaceOff '99. Things are much smoother and realistic on that front. The animation (you know) are more believable as well. Other big changes: enhanced TV-style presentation, smarter AI, two man commentary featuring Mike Gock and Darren Pang and new plays designed with the help of Red Wings coach Scotty Bowman. FaceOff 2000 is due out in October.



LOADING SOUNDERZACK_

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wipeout 3





VEGAS QUOTE

Editor: "I haven't seen a hottie like that since someone stuck a banana in my pants and forced a monkey loose."
Clark: "Thanks for the 'pick me up' Eddie."

Vegas Games 2000

Like gambling? Ahh yes, we thought so. **99%** Vegas offers a simple-to-use interface loaded with no-nonsense gambling slots by Gold play (\$1,000 featured) and play. Blackjack, Video Poker, Slots, Craps, Baccarat and several more. Multiplayer will be possible only while playing Roulette, Craps, Blackjack and Baccarat. (Otherwise it's a single-player game.) This title is slated for release in **November**.



Romance Of The Three Kingdoms VI

Real's Romance of the Three Kingdoms series has been running almost as long as a Chinese dynasty. With part VI, your object remains the same: rule the war-torn China and rule powerful empires through force of arms or tactful diplomacy. Expect this title in **January 2000**.



Konami Rally (working title)

The details are still sketchy as Konami Rally (a working title) has the game at 50, we can say it's slated at the physics and frame-speed departments. Power sliding, jumping and coasting like real holes seems very realistic. The cars (no word on licensing) are fully customizable with multiple upgrade parts and performance tweaks. Look for two player racing and arcade as well. **Konami** will release this game in **November**.



Monkey Magic

Apparently, it's a very good bet (at least on TV) if you've never heard of it in any case, Monkey Magic is coming to the PS this **October**, courtesy of **Sonysoft** and **Magee**. This side-scroller stars Gongo the Stone Monkey, who must run, jump, climb, punch, flip and cast spells through all screens (spread over five levels) like it straight from the TV show. Targeted towards 6- to 11-year-olds, Monkey Magic should prove quite fun.



Rugrats: Studio Tour

The imagination is a very powerful force. So powerful in fact, the Rugrats kids use it to take over a movie studio in this upcoming PS title from **TWQ** and **M-Space**. Haven't missed it yet? Like M-Space's previous Rugrats title Search for Ruggie, Studio Tour is a collection of lightweight mini-games geared toward children and fans of the show. This **winter** **1999** release also supports first-person play in some of the mini-games.



Bass Landing

If you want an opposite of Sega Bass Fishing as you can get, then **Apogee's** Bass Landing is for you. Forget about catching a huge fishy every 30 seconds—this game is all about real time. So pull a p a comfy chair, grab a brewski and prepare to be patient (under the most in-game conditions, it can literally take hours to catch something). Bass Landing, bundled with Apogee's Fishing controller, is due out in **August**.



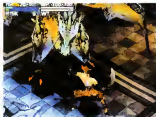
NCAA Final Four 2000

We thought Final Four '99 was decent but not spectacular. Hoping to make amends, **gig Sports** has implemented entirely new, super-detailed player models. Player-specific sizes and movements are on tap as well. The meat's all there—300 Division I teams, Create-A-Player, 30 categories of stats, up to eight player support and so on. Hopefully the game pace will be adjusted from last year. Look for this one in **November**.



Vagrant Story

Designed by the creative team behind Final Fantasy Tactics, Vagrant Story involves the super-defamed, turn-based action for a fully personalized action-adventure RPG. With an innovative damage system that highlights the condition of each body part, Vagrant Story already has set our feet toward a totally new gaming experience. One problem: The producers expect this game to take only about six hours to complete. VR is published by **Square** and will be out this **Fall** in Japan.



Rival Schools 2

While not exactly a true sequel to Capcom's *Rival Schools*, *Rival Schools 2* is more of the same tag-team action found in the first, while adding two new characters and an expanded portfolio of moves, like a 100-yard dash and a Bushi-Gloove-ish dancing game. The graphics remain exactly the same as in the first (read: slightly blocky, slightly grainy). No word on whether this will come to the States, but don't count on it: clearly it's more of an expansion pack than a bona fide sequel.



Assault Suits Valken 2

The latest in HCE's *Valken* series sees the franchise take a turn for the more tactical gameplay of turn-based strategy role-playing. *Valken 2* will inherit its predecessor's hardcore military appeal but concentrate on character and story development. Like Square's *Front Mission* series, all combat sequences are rendered in real time. So by the time you read this, *Assault Suits Valken 2* should be available for import.



Geppy-X

For all of you out there who grew up watching *Mighty 2* or *Getter Robo* and their ilk, get ready for the ultimate fan service. As a side-scrolling, old-school Geppy-X is an amalgamation of all things "you robot game." Each level is structured like a TV episode, complete with intro theme, a ending credits and a preview of the next episode. There are even "two-stage Geppy-X commercials" (see screenshots below!) This four CD shooter from *Atsumu* is out now in Japan. Can't beam to?



Oreshika

Seiyu's latest RPG is a mythic adventure set in the feudal period of Japan. The title, loosely translated, is *Sacred My Corpse*. A demon has placed a curse of its filthy upon your family, and it's up to you to defy fate. In order to reverse the effects of this curse, you'll need to seek help from all gods, acquire their techniques as you may confront the demons and remove the curse. *Oreshika* is available in Japan now.



the Shape of Gaming

Torneco's Great Adventure 2

As if it's anyone's business, the impatient fans waiting for the much delayed Dragon Quest XI, **Nuby** will release Torneco's Great Adventure 2 **this fall** in Japan. Some of you may remember the original 16-bit Torneco RPG on the Super Famicom, which featured the antics of a popular sidekick from the Dragon Quest series. The bulk of the game will concentrate on dungeon exploration. Torneco will journey into labyrinthine underground forests, volcanoes and ornate ruins. The game uses pictures of clay models as backdrops for much of the over-world villages. There are no plans as of yet for a stateside release.



Ichi Geki: Hagane no Hito

Marken back to the '80s if you might recall a great called Karate Champ. Now look at these screenshots and think of Ichi Geki as a karate simulator in the same vein. A large part of the game will be the actual training of your fighter in photoshobic locales. The moves you perform and how much damage you do is determined by how fast you train. **Nuby** will release Ichi Geki **this fall** in Japan.



Scanning for ergonomic controller for N64 with dual Z buttons and built-in variable motion

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YOU DIE

YOU LIVE

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YOU DIE



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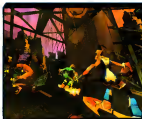
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CLOCKWISE FROM THE TOP RIGHT:

BROCK BLAIR, ZAK T, LAYS DOWN THE SICK WHELPFLOP LOGG INTO A LOGG 360 AND PERFORMS WITH A HEADSPIN FLIP.



Sega
Dreamcast.

Acclaim
www.acclaim.net



PREVIEW GALLERY



TAMAGOTCHI

Using Godzilla's mighty foot, you can save Tokyo from the Tamagotchi menace in this addictive little Web game. <http://www.gottabug.com/get>

Godzilla: The Series

He's mean, green and a New York destroyer! Machine, it's Godzilla, and he's coming in **November** to NBC from **Cover Entertainment**. Bits, and whip-and-flame blast past tanks, helicopters, and other weapons in seven areas, including volcanic islands, New York and underwater.



NBA 3-On-3 Challenge Featuring Kobe Bryant

This 3-on-3 basketball game has a two-player link mode and more than 25 minutes of play; dunks, alley-oops, lay-ups and more. **Nintendo** will release this title in **November**.



Antz

In **Intergames'** *Antz*, you're Z, a worker ant who's sick of his job and hoping to catch Princess Bala's eye and defeat the evil General Mandible (Zut's friend). As Z's love rises up levels, he'll run into foraging soldier ants, termites and other not-so "kind friendly" insects and man-made obstacles. Look for it in **October**.



Asteroids

Asteroids is one of the best arcade shooters ever, and **Austin** is shrinking it down for release on GBC in **August**. There are three modes of play including a newly enhanced version with five worlds of 15 levels a piece with new enemies and weapons, the classic vector graphics version and two-player action.



Classic Bubble Bobble

With a Chase HQ Game Boy Color game already in the works, new publisher **netease** is winding up to deliver a one-two into paroch with yet another old-school arcade port. Classic *Bubble Bobble*, due in **September**. You know the drill: Blow bubbles around enemies, then bust 'em. Do well and you'll earn access to a hidden world and even more stages, some with power-ups. Graphics are colorful and crisp, and a light blending has been applied to the bubbles, letting you see through them.



Quest RPG: Brian's Journey

Much as the N64 version of *Quest* tried to rise on Zelda's coattails, it would seem that **Intergames'** *Sumoff's* GB version, set for release in **September**, is an attempt to ape GB Zoids. Brian still isn't silly hat.



Vatical Made The Great Outdoors Portable

GAME BOY COLOR

GAME BOY COLOR



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 • Load And Save And You Can Play Forever & Longer In The Two Lakes!

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Now the thrill and excitement of Deer Hunter has come to the Game Boy Color. Features include: play in real time, play from it to just after you're hunting with a friend!
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 • Choose from 10 Different Ponds & Two Different Lakes To Hunt In • Tournament And Weekday Mass Hunting
 • Load And Save And You Can Play Forever & Longer In The Two Lakes!

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PREVIEW
GALLERY

Tekken Tag Tournament

In all our excitement over the release of Tekken Tag Tournament, we've hooked up with all new screens of the latest features to make it into the game. Aside from new costumes for Michelle and Ganryu, there are now specialized tag combos.

The screenshots to the right (running vertically) are sequences for new moves and tag combos. Heihou Heiwa and Anna Williams give Anji King a double dose of love with their unique tag combo. The sequence in the middle column shows GuriJack and Igan Fury double-teaming Paul. The sequence to the far right shows three new moves for Paul Phoenix. Look for Tekken Tag Tournament in stores everywhere this summer.



PREPARE.



CRUSADERS OF MIGHT AND MAGIC

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Street Fighter EX 2 Plus

Capcom's up to their old tricks again. No game is safe from a side series and no series is safe from being perpetually subdivided by mini-updates or half-sequels. Although a PlayStation port of *Artix's* year-old *Street Fighter EX 2* is nowhere in sight, you can look forward to an updated version at your local arcade. *Street Fighter EX 2 Plus* packs in three new characters and new moves for many of the existing characters. Vulcan, Rosa and Asa are the new characters, and Ryu's arch-enemy Sagat returns. Capcom adjusted the custom combos in the game to give it better balance. Obviously, fans of the EX series will adore the upgrades, but can *Street Fighter EX 2 Plus* crack the competitive fighting game market?



World Series '99: Go To The Dream Park

Arcade fans can check out *Sega's* latest sports title (not yet confirmed for the Dreamcast), courtesy of the *Naomi* hardware. You get a miniature *Sega*-branded bat/joystick that swings forward like the wing of a bat. Uh-oh, another special Dreamcast controller?



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Feel the Pounding,
Feel the Speed...**

Feel the GLORY

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ACTION-INTENSIVE
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RACEFEST**

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As Sega prepares for a record-breaking Dreamcast launch on Sept. 9, gamers across the nation are buzzing about the system. Still not sure if you want one? Our 27-page look at the Dreamcast's games and Sega's gameplan will help you make the big decision.

It's Here...

Dover? Yes. Out? Nope. Sega Enterprises may be neck-deep in debt in Japan, it may have posted a net loss of \$390 million for the past fiscal year, but Sega of America's top brass—now charged with saving Sega and company from corporate game over—aren't tossing in the towel yet.

Instead, they've plotted to make history.

"This arguably could be the biggest launch the entertainment industry has ever seen," Peter Moore, Sega's senior vice president of marketing, said of the looming U.S. Dreamcast launch on Sept. 9. "The selling the biggest sales of a product here in its first 24 hours. Be it a movie or CD or merchandise. We can't think of anything that came close to our projected numbers."

Looking back behind a table littered with tapes of Dreamcast TV commercials in SoA's San Francisco HQ, Moore adds all the numbers: "Let's take the conservative estimate of a) 100,000 Dreamcast units at pressé—that's a quarter of a million units at \$400. We'll have a ratio of 1.5, or two games for every Dreamcast unit sold. That's a lot of a million units of software. We think we'll be .5 to one on VRUs and peripheral items such as extra controllers and what have you. This could be a \$60 to \$80 million 24-hour period. What has ever sold \$60 to \$80 million in the first 24 hours?"

Photography by Rafael Fuchs



**...But Should
You Buy One?**





Sega is, in a word, psyched. And so are gamers. When we polled the nation for opinions on the system, the majority of game-store staffers were hot on Sega's new box. "It's a well-rounded machine that's cool," 20-year-old Wes Miller told us in a Florida Toys "R Us. And 14-year-old north in a New York City game shop, 20-year-old Kallieen Poole said, "The Dreamcast is a good system, with good hardware, and it looks like a lot of developers are gonna make some good games for it."

And now that Sega's \$200-million marketing campaign has kicked into hyperdrive, Dreamcast hype is inescapable. You've already seen the burlesque swirl and "R knows it's alive" magazine ads. You've already seen the first wave of cryptic TV commercials wedged between episodes of *The Simpsons*, *Foot World*, *Buffy* and other so-called "free" Sega's straight-outta-Road Warrior cameos was already rolling through a major city near you. Heck, you've probably even rented a Dreamcast from Hollywood Video—if you could handle the hefty security deposit—and played *Sonic Adventure* and *Power Stone* (hardly a



Debut Dollars

Sega thinks its Dreamcast launch will generate bigger bucks—between \$60 and \$80 million—on day one than any other product in entertainment history. But do the numbers crunch true? According to the launch-day figures reaped by the following high-profile products and flicks, Sega doesn't seem to be fibbing.

Nintendo 64:	\$20 million
Episode I: The Phantom Menace:	\$28.5 million
Tamagotchi:	\$32.5 million
The Lost World: Jurassic Park:	\$38.1 million
Sony's AIBO Dog:	\$40 million



Dreaming up Dreamcast

Before PowerVR powered its vibrant 3Dfx chips were games sit in the system's innards. Before it was named the Dreamcast, Sega S&D called it the Dual, Black Belt and Katana. And before it took its familiar shape, the Dreamcast could have looked like one of the prototypes to the left.

Hyper Machines

Rolling out on Aug. 18, Sega's mobile console wars will hit 45 cities and introduce the populace with the power of the Dreamcast.



Rumble should be available by the time you read this, and NFL 2K will be available just prior to the system's launch.

The hype'll come to a head on Sept. 9. At 11:01 a.m., leading ring business Michael Buffer will bellow his trademark "Let's get ready to rumble!" at MAD Square in New York City, kicking off the system's launch while similar early-morning parties draw crowds in big cities across the country. Then, at the Sega-sponsored MTV Video Music Awards later that night and you'll eyeball a future-shocky do-orked \$1.4 billion broadcast commercial created by Pacific Data Images, the company behind the visuals in *Avatar*.

Sega knows the Dreamcast is its last hope for survival. It has learned from its past mistakes. It's doing things right this time. "If we don't land this tanker right out of the park," Moore said, "then it's airt from a lack of trying."

But what's that? You say you're not one of the 14,000 e-mail or e-fly 400,000 who plunked down cash the first week of Toys "R" Us Dreamcast prelates? You say you didn't

already install a system? You say you're not impressed by the Dreamcast or Sega's classic marketing campaign?

Surely you're not worried about a lack of games. With as many as 24 available at launch—including crucial sports and fighting titles—Dreamcast! Super! Face a unique launch.

"I'll put our basketball and football games against anybody's." —SoA President Bernie Stolar

buy a console—too much stuff to choose from. How not—we pick the top five titles in this issue). All the key third-party publishers, including Capcom, Square and Namco, are on board, so expect to see some of your favorite franchises. Except for a few. Mega publisher Electronic Arts still hasn't signed on, so Madden fans are out of luck.

SoA President and COO Bernie Stolar isn't

football game looks like compared to Madden. Let me tell you it's a competitive world out there. "I'll put our basketball and football games against anybody's. I feel bad that EA isn't signed on as a publisher, but I don't have a problem with succeeding without them."

It's highly unlikely that Sega will receive support from Sony-friendly Square. In fact, Square's *Final Fantasy* VII will go head-to-head



The Battle Continues.



Mortal Kombat Gold. 20 of your favorite characters return in the greatest Mortal Kombat ever! Mortal Kombat has never been so deadly and it's only available on the Sega Dreamcast system.



Photography by John McCoy

Summer of Sega

Mainly targeting 14- to 24-year-old dudes with its marketing blitz, Sega's going after gamers where they live and play. Coast to coast to find Dreamcast kiosks at the summer's loudest concerts, like Jam's World's Road in L.A. (above), Memphis, Sega street teams are swarming into inner cities everywhere, doing out-of-the-box, tattoos, stickers and other DC propaganda. Ultimately, of course, it'll be the launch titles (listed to the right) that get gamers really excited.

against the Dreamcast, since it'll be gone on Sept. 9 as well. Again, Stolar says, "It's an all-or-nothing bet. A big one." He adds, "You may have two strong titles that please the same audience, and several Dreamcasts will receive their share of the market. And that fantasy is purchased only by the true hardcore gamers, and those people will buy that out of the same time as they'll buy Dreamcast and two other games."

Sega's most valuable time slots, however, could be Home, where Nintendo's Soul Calibur will no doubt sell a lot of systems. But little is known of Atari's commitment to Sega after Soul Calibur. At least two more titles are reportedly in the works, and Stolar said we'll probably see something as Sega games at September's Tokyo Game Show.

Great games go hand-in-hand with Sega's biggest advantage in that the launch period—most a year before Sony and Nintendo—can give their next systems, Saturn and Sega's yet-to-be-announced base (the company's initial systems will not be year-ended and neither goes due by March) but to get a library of software that's a step ahead of the competition. "I think what becomes the critical year is 2001," he told us. "At that point in time all three systems will be really there for the first time. We'll be in our third generation of software, and they'll be in their second. And the next two Christmases for us are to show everyone that Sega is a leading company, that Sega is here to stay, and that Sega has the best software in the marketplace."

Dreamcast Launch Games

- Amigo Wings • Sega
- Art of Fighting Delta • Capcom
- Arxide • Sega GP
- Blue Stinger • Activision
- CAAT Racing • Sega
- Escape of the Dead 2 • Sega
- Hydro Thunder • Midway
- Too King of Fighters Dream Match 1000 • Sega
- Marvel vs. Capcom • Capcom
- Monaco Grand Prix • EA Galt
- Mortal Kombat Gold • Midway
- NBA 97 • EA Galt
- NFL 97 • Sega
- Power Stone • Capcom
- Rainbow Six • Majesco
- Ready 2 Rumble • Midway
- Slam: Lord of Intergalaxy
- Sonic Adventure • Sega
- Soul Calibur • Sega
- Soul Fighter • Publisher is to be determined
- Speed Driver • Ubisoft
- TNN Motorsports HardCore Road • A&C Games
- Tekn X-treme Racer • Gave
- TrickStyle • Activision



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Dreamcast Inside and Out

High-Bandwidth Controller Ports

The Dreamcast controller ports are actually very high-speed, high-bandwidth interfaces that allow a lot of data to be transferred back and forth between the peripherals and the machine. While this all sounds very nice, what it means for gamers is that the machine is capable of communicating with more elaborate controllers such as force-feedback sticks or steering wheels.



Serial Port

Expect Sega's Zip unit to plug in here along with a host of other peripherals. Although not as fast as the controller ports (things like the digital camera will plug in through the controller), this is more than adequate for most peripherals. Surprisingly this doesn't make use of the universally accepted USB (Universal Serial Bus) standard as we are likely to see on the PC. A unique port means there won't be off-the-shelf peripherals. Consumers won't get confused = good. Unique interface = more expensive peripherals = bad, though.

Multi-Out

Pretty obvious seeing as this is where you stick the video cable, but this (seemingly little) hole is actually a lot more significant than you'd think. Capable of providing composite video output (with the provided cable), S-video (separate-expensive cable, S-video sold separately—but excellent quality) or VGA output, the port is controlled by a digital signal encoder that can be programmed by software developers to make the games look as groovy as possible. Check out a Dreamcast plugged into a standard TV with the composite cable...thanks to the digital magic of the encoder it looks significantly better than a similar setup would! In this game is high resolution.





"Designed for Microsoft Windows CE" Sticker

Unbelievably significant. Not the sticker itself—but the implications for the system (thanks to its association with big-boy Bill Gates and his army of developers at Microsoft). "We designed two different environments for the developers," explains Sega's group director of third-party licensing, Axel Robinson. "The PC-oriented developers. Here's the Windows CE environment." What does this mean for general Weill—all those PC developers who make really smart games, but don't like working on consoles and are more likely to part games across with added rictus for the Dreamcast?

Modem

The 56k modem is vitally important to the success of the machine and is part of the central hub of Sega's strategy for the next few years. Pretty much everything will eventually have some kind of on-line element...and things do tend to creep up in unusual places.

Little Grey Triangle

On a Japanese machine it's clear—on a U.S. machine it's grey. That's the only way to tell where the machine is from: In Europe the DC will be blue, but that won't bother you as European machines use that godawful PAL standard that runs at a slower refresh rate. Because of buying a foreign machine if you just want to play domestic games. The country-lock-out code in each box makes it tough to play games from different regions and is a real pain in the ass for people who can't be bothered with the technical jiggery pokery involved.

GD-RDM Drive

Push the open button, the lid pops up and you have...a little round thing and lots of grey plastic that make the innards of the Dreamcast look very much like any other CD drive. Unusually though, thanks to the way the DC's discs are formatted, GDs are able to store a full playlist of code which compares very favorably with the capabilities you normally find on a PC CD or PlayStation disc. The expanded format discs mean that more game code can be squeezed on one disc...and it also means that the discs are harder for pirates to copy.

PowerVR 2DC

The graphics processor is based around the latest generation of PC 3D graphics accelerator developed by NEC and nVidia. Capable of generating 5.5 to 4 million polygons a second with all manner of fancy

effects, in short it's about 20 times more powerful than what you'd find in a PlayStation. What does this mean for the games though? Weill—you can expect more detailed environments in glorious HD, with lots of fancy lighting and gooey textures. You'll never be able to look at a PlayStation game the same way again...

Mitachi SH4 Processor

The "brain" of the Dreamcast is a 300MHz processor that is equipped with four floating point multipliers. But? It can do math 100x faster than you can—which means that it can help the PowerVR 2DC do its job, while also doing really fancy things like calculating artificial intelligence or keeping track of millions of objects.

1GBM of Main RAM plus 6MB of Video RAM plus 2MB of Sound Memory

More RAM = more code = more space for the game programmers to spread out and make their games better. All that extra space should mean lightning AI, gloriouse level design and touchin' like groovy facial animations. Console game designers finally have the space the PC counterparts have been loving for years. Still...if we get a version of Superstar, all the RAM in the world ain't going to help that baby. More memory doesn't automatically mean the games are going to be good. The developer is still need to be good game designers.

Yamaha Audio Engine

Gooey sound chips often featured a 32 Bit DSP chip for processing the 16 channels of PCM and ADPCM sound. In English? It can do some fabulous sounds and play it nifty good-sounding music without having to store up all the CD—it can process stuff in real time.

Variable Speed Fan

All the Dreamcast goodies are highly advanced bits of technology and can get very hot. The fan is there to keep them cool—and provide a slight humming sound to accompany your gaming experience. Unusual at first, but you'll get used to it—and it'll stop your Dreamcast from burning down your house.

High-Bandwidth Expansion Slot

This is where the modem plugs in...but the port itself is another high-bandwidth slot that allows data to move screamingly fast. Thanks to this we can expect goodies such as cable modems, GDN connections, DSL modems and even Ethernet boards to plug in here. This ain't special for either. Sega told us that all of these boxes WILL happen as connectivity is key to the success of the system. And this slot is key to, um, the key to the success of the system...to...

Lithium Battery/128k RAM

Or...why? Very important thing, this. It powers the cache of memory that sits aside from all the other memory in the system. It's here that the machine stores all of your personal information. It remembers your ISP details, log on protocols, phone numbers for Internet connections, whether or not the Internet browser has personal look adjusted or not, the name of your first girlfriend, how many times you've tried to check out Internet game stores, how frequently you spank your monkey and what board of directors you use...



John Lee Age: 29
San Francisco, Calif.

Are you going to buy a Dreamcast? No. Why not? I own several PlayStation Sega machines, what's left isn't enough good games. Do you like anything about the system? I really like Soul Calibur.



Noriyuki Oshima Age: 18
San Francisco, Calif.

Will you buy a Dreamcast? No. Why not? I like the PlayStation system. What do you like about the system? I think it doesn't look much different than the PS or N64.



Jason Hutchinson Age: 10
Santa Monica, Calif.

Are you going to buy a Dreamcast? No. What is the best game on PlayStation? Sonic in my opinion. What do you like or dislike about the system? I don't like the controller. Are the CDs better than cartridges for CD's and that's better on the game.



David B. Age: 19
Santa Monica, Calif.

Are you going to buy a Sega Dreamcast? No. Do you own it? No. Why? I like the PlayStation and the play. It is a nice new system. It has 3D models, so you can fly your friends. The graphics are a million polygons per second, very clear and smooth. The best thing about Dreamcast Sega name. They have a bad reputation. Which feature is most important to you? A visual memory card, and the controller is good because it's comfortable.



Logan Steel Age: 16
Houston, Texas

Will you buy a Dreamcast? No. Do you think it will sell well? No. PlayStation is better. Do you think it will be better than the PlayStation? No. Do you think it will give PlayStation a run for its money? No. How do you think it will do against the PlayStation? I've never being to the store. I don't think it will do well. I don't think it will sell well.



Calvin Harp Age: 17
Houston, Texas

Are you planning to buy a Dreamcast? No. Have you already purchased one already? No. How do you think it'll fare against the current game systems? I think the PlayStation will have more out with 3D games like Final Fantasy. Will you still use that, or think the Dreamcast will be as good? I will if it was the PlayStation. The Nintendo 64 games, they don't have enough 3D games out for like people are saying and no, and I think Nintendo is better. How do you think Dreamcast will compare to Sony's and Nintendo's next systems? PlayStation is going to be an amazing system. Hardware-wise, it should be probably better, but the frame rate and the screen, you can't really tell the difference between what I'm saying. I think it will be up to the graphics, how good the software is, how good the characters of the game, gameplay, overall performance of the game, not the appearance of the game.



5 Launch Games You Must Buy

When the Dreamcast launched in Japan last year, gamers only had four titles to choose from, and six involved athletic ping-pong. We won't have that problem on Sept. 9. As of press time, 29 games—four from Sega, the rest from third parties—will launch with the system (although a few of these titles may slip to a later date). Without a doubt, the Dreamcast's launch lineup is the most numerous and spectacular collection of games to ever grace a system from day one.

But once you've bought the Dreamcast, a VMU, a game jockey and a few peripherals, you're not gonna have nearly enough bean left to blow on all the launch games, and even if you're independently wealthy or willing to squander the college fund. So, which games should you get?

Let us put together your shopping list. The following five games are more than just great—they're reason enough to own a Dreamcast. And don't fret if you can't afford all five on the first day. Any one of 'em packs more than enough fun to keep you in Dreamcast bliss for weeks. Note that our must-buy five are picks culled to the average, Joe-gamer crowd. If you're hardcore, you may wanna sub in *Avatar vs. Captain for Dandy z Bumble*, *Speed Freaks* (creating a near perfect do well to pick up *Hydro Thunder*). You get the idea.

Above all, keep in mind that—unlike with the lesser launch lineups of the past—you don't have to be thrifty here. Spend every penny you got on Sept. 9. Call in sick for work the next day and play Dreamcast games until your eyes bleed.



1. Soul Calibur

Namco

What's the skinny? Here are two things you should know about Soul Calibur: It's the sequel to the spiky sleeper Soul Edge, and it's Namco's triumphant return to a Sega console. While Namco built a sturdy reputation for their faithful arcade-to-home conversions on the PlayStation, expect the Dreamcast version of Soul Calibur to excel beyond even its arcade counterpart. There are 16 basic characters in the game, with an additional seven secret fighters you can unlock. The game itself has more moves than you'll care to keep track of and arguably the deepest fighting engine ever conceived.

Why it's a must-buy: If you're even remotely into fighting games, buy this sucker one second after you plug down the green for a Dreamcast. In fact, buy Soul Calibur just so you can see the beautiful high-resolution visual feast in front of all Dreamcast non-believers.

For a first generation aside, the graphics in Soul Calibur are astounding. Namco contributes outside talent and one look at Soul Calibur will show you why. For the Dreamcast version, Namco completely rebuilt each character from the ground up to properly take advantage of the Saturn's 3D extra horsepower. Other added details include an integrated turbo and tap attack system so every bit of animation adheres to a strict guideline of realism. Plus, they've given each character his/her own jutsu so they'll be able to display a wide range of local emotions. Other major upgrades include full 3D versions of 2D 19 arenas (as opposed to the 2D arena stages). All this eye candy is within the context of Soul Calibur's immensely deep and rewarding gameplay. Not only can characters change weapon attacks, they're also given the freedom to move about in four 3D on each arena. Positioning your fighter has never been more important. With Soul Calibur on the Dreamcast, what you are is what you get. And in this case, you get a whole lot.



2. Sonic Adventure

Sega

What's the skinny? The Japanese gaming press pushed so much praise on Sonic Adventure for its figure, a few copies got sold by Arc. Yes, the Japanese version is a fine game and an amazing showcase for the Dreamcast's power. But Sonic's blurring of time was anything but low-free. Awe and awe are angles, collision physics and other glitches popped up frequently adding a thin layer of frustration to an otherwise spectacular game.

But here's the good news: In the year since Sonic Adventure hit Japan, 10 members of Sonic Team flew to the States and spent three months squashing the game's most gnarly wonky bugs. "They had one guy who for a month and a half was breaking different," Sega product analyst Dennis Lee told us. "That was his only mission. I think he was getting pretty sick of it by the time he was done."

The tweaking paid off. Lee told us all the camera and collision problems have been purged from the US version, and the game now packs a few new perks. "The Sonic Team didn't have a whole lot of extra space on the GD, because it was packed full," he said, "but they went in and tried to add whatever they could. They added in some ambient video files [such as a PA system at the train station]. All the characters have standby wait animations for each section they're in."

The Sonic Team also stuck in a screen that shows how many Sonic Emblem you've collected. New WB1 games—which you'll be able to download from Sega's site—use it in the works, too. You'll also be pleased to know Sonic's voice isn't nearly as annoying this time around, and Sega is even negotiating with a major star to provide the voice for another character in the game. Sega's still hot-headed about the star's identity, but we know it's not James Earl Jones, Casey Kasem or anyone in the cast of Friends.

Why it's a must-buy: We've waited too long for a proper 3D Sonic game, but Sonic Adventure proves that patience can pay off. More than just a great-looking game, this sucker is covered with wicked level design and a cast of slick options to control (but then you already knew that if you've visited a Dreamcast from Hollywood Video). Oh, and did we mention it's free?



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3. Ready 2 Rumble

Wrestling

What's the skinny? In the same way Miyazaki has reimagined how we look at tennis (and football with NBA Showtime and NFL Blitz), it has given boxing a shot in the arm. Ready 2 Rumble tries to be the most of most: beating time and runs slickly on adrenaline. The game delivers incredibly fluid controls that allow us to move enough to take notice, but it'll go much further by delivering eye-popping graphics. The game's graphics—and there are many—look fantastic and animate smoothly, with detailed facial expressions that'll both amuse and impress you. Even with the well-



4. NFL 2K

Sports

What's the skinny? You've already heard all the facts and figures behind Sega's NFL 2K. You know each game is made of 2,500 polygons. You know the game packs more than 1,400 motion-captured animations. You know all 31 NFL stadiums will be modeled in the game, and actual NFL data determines the level of crowd attendance.

But just in case you need extra proof that NFL 2K will be the most detailed and stunning console football game ever, hear this: "We have one guy whose whole job is to make videotapes for us," said Gregory Thomas,

see players running out of bounds to stop the clock, which you don't see in other console football games. You'll see the spilled ball. You'll see the in-bounds and time-outs used properly by the AI."

Treating NFL 2K as a launch title is sheer genius on Sega's part. Not picks-and-chooses—we'll buy it. Any gamer who grows tired eyed at Sega Sports' glory days will buy it on day one.

5. House of the Dead 2

Shooting

What's the skinny? The sequel to the hit zombie shooter not only looked great but was also one of the first arcade titles to run on the Dream Board, the arcade counterpart to the Dreamcast. This allowed for a flawless home conversion and great legimate gamers the first real taste of the power of the Dreamcast! Almost all the levels (or chapters) in House have branching paths that add crucial replay value, and unlike past Sega arcade ports, there are a number of new games exclusive to the home version. The standard Arcade Mode is joined by the Dreamcast Mode, which gives you power-ups that range from useful weapons such as the machine gun to highly lucrative items like the fishing lure from Got Bait. The game supports two-player simultaneous action and can be played with a control pad or a compatible light gun, which several third parties will have available at launch.

Why it's a must-buy: House of the Dead 2 will be the first light gun compatible game for the Dreamcast, making it a natural choice for shooting fans. The graphics will wow your friends, making it into a good showcase title, and there are enough extras to keep you playing long after you have completed the normal game. The level of difficulty is a bit steep so you might want to stay away if you're easily frustrated. Although the bullets are all animated, they still push them over—new to the U.S. version—is a blood if you open a chest, the game isn't for the squeamish. Other than, there's really no reason anyone should stay away from this top-notch shooter.

"It's just so essential that we get all this right."

—Gregory Thomas, president of Visual Concepts

animated fighters, a detailed ring and large audience backgrounds, the frame rate is a silky 60 frames per second. It really can't be stressed enough how well the game plays, considering there has never been a boxing title that has unambiguously won acclaim for its control. But simply, Ready 2 Rumble is exactly what Dreamcast needs at launch: a game that plays as good as it looks.

Why it's a must-buy: Anyone into having fun will like Ready 2 Rumble. The action is quick and the punches look brutal, but the tone of the game is surprisingly light. The characters all have well-defined characters, with personality to spare. There are both PlayStation and Sega versions of Ready 2 Rumble, but the DC version makes them look like one, which is sure to please early adopters. Single play is great, but the game becomes the true centerpiece for your DC when you go all it against a friend. The first three months of releases are heavy on fighting games, but that stands out like nothing else, it'll make you the envy of the neighborhood.

president of NFL 2K developer Visual Concepts and Sega's vice president of product development. "He has six or eight VCRs in his office, and we recorded all the NFL games from the last two years. We have this huge library of 200 to 300 tapes. So we go to the gym and say we need a screen pass tape, and he goes and makes us a four-minute tape of screen passes in the NFL, so we can get them just right."

Thomas explained that the videotapes also help his artists model the look of real NFL picks with nearly 100 percent accuracy. The team watched closeups of all the league's players to find out just how many game guards are in the NFL. "We have 25 different game guards in our game," Thomas said. "And it's just so essential that we get all this right. That's why we have this guy who makes the tapes. It's a simple job, but it's a critical, critical job. I don't even let him go home anymore."

Why it's a must-buy: Besides its attention to detail and pristine visuals, NFL 2K is also an incredibly responsive football title packed with wicked AI. "In this game," Thomas said, "you'll



And The Rest...

If nothing on our list of five must-buy games got your blood pumping, fear not—you'll still have plenty of other stuff to choose from come Sept. 9. As of press time, the following 15 games are still confirmed as launch titles (and Power Stone may even ship early). Beas in mind Sega Press Release Station said he'd be surprised to see all these games make the launch (Sega's official launch list only contains 29 titles). And we took The King of Fighters Dream Match 1999 off the list because SNK has yet to confirm it as a launch game. Also note that if you imported a Dreamcast, you'll need to buy a U.S. system to play these games due to lockout protection on the hardware. But don't let these minor glitches cloud the big picture: The majority of these games will hit on day one and the majority of them won't be crap, making the Dreamcast's launch the most exciting system debut in gaming history.

AeroWings Crane

What's the skinny? Nintendo launched the Super NES and the SN64 alongside Pinballings games, now, in a bit of launch-day delay vs. the Dreamcast will share the IP space with AeroWings, sort of a PinBallWings 64 with war planes. As a pilot in the Blue Impulse air show squadron, you'll go through a training exercise that tests everything from barrel rolls to landings you can walk away from. Master the basics and you'll earn access to the F-16, F-17, and other badass jets. Another play mode sends you through a course obstacle course.



While the Japanese version let players fly with jets via the Net, this feature was removed from the American game. Sega still hasn't sorted out all the Dreamcast's networking details **Will I like it?** If you're a jet-pock wannabe and the thought of foaling with F-16s and tanking with an obstacle course just rocks to you, then AeroWings is your thing. But if your idea of airborne fun is less about precision flight and more about blowing stuff up, invest in Konami's Air Force Delta instead.

Air Force Delta Konami

What's the skinny? It's a flight combat game in the spirit of Remoth's Ace Combat series. You get to choose from a wide selection of planes, jump into an old F-4 Phantom, or something more up to date like an F-16 Rapton. Fly around, take out an ad ground targets and wonder if you could've made it as a real fighter pilot. **Will I like it?** From what Konami says shows us so far, it does look nice. But all combat games always seem to get dummed down too much for consoles. Hopefully this won't suffer from being turned into a glorified version of Air Combat. How much we played it seems pretty simple, although you do get the option of choosing a more realistic flight model. So far it's looking good, another game you'll probably want to buy, or maybe rent.



Armada Nintendo 64

What's the skinny? Don't let Armada's just another shooter look fool you. Remo like a thinking man's Asteroids, it's a fun strategy deep game with strong multiplayer options and RPG elements. You'll earn loads of upgrades and new technologies after completing missions. Up to four players can battle cooperatively through varied mission-based stages, while AI drones fill in during single-player games. You can even store your custom crafted ships and trade them with others via the Net.

Will I like it? Although we haven't had much to go time with Armada, we really like the novel gameplay ideas at work here. And its four-player mode is the bit, considering the lack of multiplayer options in most Dreamcast launch games. Can you say "teleport hit"?



Blue Stinger

Autismcenter

What's the skinny? This Resident Evil-style 3D adventure from Japan gives a slight makeover from U.S. publisher Activision in order to ease out some of its varied title problems. There's a new camera system that makes things easier to look at, the speech has been properly synced with the facial animations and the boxes have been jacked up, making them more of a challenge. It's got the typical adventure games stuff—you run around, blow stuff up, solve puzzles.

Will I like it? It's the only game like this at launch, and deep down it's pretty good. The Japanese version was plagued by stupid problems that now look to be sorted out. Not a must-buy—but maybe a secondary purchase.

CART Racing

Sega

What's the skinny? In Japan, this racing sim took a year to get for its lack of challenge, so Sega of America is cutting up the difficulty a bit for the U.S. version. For starters, opening a 20-drive laser and can pull ahead of you if you're not driving well. They also try to block your path, unlike in the Japanese version, whose seemingly courteous opponents would just get out of your way. Off-track behavior will also affect your performance now, making spin-outs more likely.

Will I like it? Visually, CART Racing looks



pretty simple and is devoid of eye candy. It is easy to pick up and play, and CART racers will have few complaints, but there certainly are more exciting racing games available at launch.

Hydro Thunder

Sega of arc

What's the skinny? Hydro's return of Hydro Thunder in arcade earlier this year got a shot of adrenaline with the nifty card game of boat-racing games. All the excitement of the arcade (minus the numbing seat and throttle) is headed to Dreamcast. In what will be the best version of the game available at launch. You get 11 different courses and 23 high-performance boats (four of which are secret) with which to race. In addition to the standard one-on-one and tournament races, two players can go head-to-head via a split-screen mode.

Will I like it? If you like a more "arcade" style



of racing game and aren't afraid of getting your feet wet, Hydro Thunder's for you. There's no online play and little new has been added (a bit of a disappointment), but if you love the arcade game, the DC version's got everything when it counts.

Marvel vs. Capcom

Capcom

What's the skinny? Surely a killer app for any hardcore gamer, Marvel vs. Capcom is the most flexible 3D punch-parade yet. This one-up tradition is so perfect, you'd swear the DC housed a CPS II board in its innards. There's practically no loading time, so you'll be transported into Marvel vs. Capcom's superpowered brawler fighting action as fast as you can push the buttons. You get the most awesome collection of fighters yet (Blackjack, Captain Commando, Strider, Venom, etc.), and not only can you pick two characters for combat, you can also select a "special partner" for a limited amount of super attacks.

Will I like it? Hell yeah! If you're not tired of the so kinds of games by now, you'll never get tired. The ultimate definition of a "brawl" game, Marvel vs. Capcom is the most fun you can have for 30 bucks. If you have even the most remote inclination to play these games, buy this immediately!





Monaco Grand Prix

Ubisoft

What's the skinny? This F1 sim has seen duty on the PS2, PlayStation PC, and now the Dreamcast. In fact, this puppy is quite similar to the PC edition released a boatload months ago. That game got real great, so porting it to the DC is actually not a bad move. The problem? It gets a bad rap for its lack of an adequate F1 license. Beyond Monaco, all the tracks, drivers and cars look similar but not exactly like their real-life counterparts. Get over it—it's still a good F1 sim. And it's the perfect F1 game on the console. Fifteen customizable cars, 45 tracks, and a killer Retro Mode round out a healthy game package.

Will I like it? This is tricky because most F1 fans are drawn to the spidy realistic feel of that genre. While Monaco Grand Prix looks like a plug-in and offers a lot of cool stuff, it's handicapped by the license thing. If you don't mind that, it's a good casual racer to wet your appetite for the headache of F1 sims you're to follow.

MK Gold

Midway

What's the skinny? The prolific Eurocom Entertainment Software has to take on the task of porting the arcade version of MK to the DC, so they did for the PS2, N64 and PC. But instead of having to scale down the graphics and eliminate features, Eurocom can deliver

everything the arcade version had to offer and more, thanks to the power of the Dreamcast. According to Eurocom, MK Gold on the DC is running at a higher resolution than the arcade, and high colored textures are being used on characters and environments. It all runs at 60 frames per second. Character wise, some old favorites return: Cyrus, Milano, Kitano, King Leo and Benji, among other characters. And finally, while the Eurocom team works on actually making the game, the Midway MK4 arcade development team is hard at work scripting and rendering full-motion cinematics for the new characters' endings.

Will I like it? Well, most people either love the Mortal Kombat or love it. But this version looks so impressive even MK hate is may give it a go.

NFL Blitz 2000

Midway

What's the skinny? The original Blitz blasted onto the scene and quickly set the standard for extreme football in both graphics and tight gameplay. Blitz 99 added new features, voices and animation and the ability to play with four players. Blitz 2000 is a revamped version of Blitz 99 tailored specifically for the Dreamcast (and the exact [perhaps slightly better] graphics from the arcade version of Blitz 99).

Will I like it? Even if you don't like or even understand the rules of football, you'll probably like Blitz 2000. They play and tackle in a truly surprising, driven by fast, arcade style gameplay. A terrific multiplayer



game for you and three of your buddies, but not as worthwhile by yourself. Blitz is the truthiest alternative to the Madden NFL 98.

Power Stone

Capcom

What's the skinny? Capcom revolutionized the fighting genre with the Street Fighter series, and it has set out to shake up the establishment once again with Power Stone. For starters, the game has no method of blocking attacks, instead, the emphasis here is on turning away from or dodging as well as aggressive counterattacks. The three-button control scheme is both simple and elegant with only Punch, Kick and Jump buttons. There are no complex popper combos to memorize for special moves either. All extra attacks are accomplished by holding down two or more buttons. You can also interact with your environment by picking up boxes, climbing



critique or scoring of wiffs.

Will I like it? It may take hardcore fans time to adjust, but Power Stone is a really frantic fighter that's great for novices and challenging for experts. Just don't expect the nearly limitless replay value of the Street Fighter games.

Rainbow Six

Majesco

What's the skinny? Although it's a little up in the air as to whether Rainbow Six will make the launch, the game's certain to be in that three-month "launch window" period. A successor to a conversion of the phenomenally successful PC game, Rainbow Six combines 3D with any action with strategy and planning. You control the operations elite squad from Tom Clancy's novel as they break up terrorists and save the world. Rescue hostages from being



embarrass or sneak into enemy compounds and blow 'em up. It's all the stuff that we used to see on the news when they were allowed to show us this kind of thing.

Will I like it? The mix of strategy and action comes awkward at first, but on the PC it was an incredibly rewarding experience. Making waypoints on a map for the teams and looking at intelligence materials makes the whole thing super immersive. If you just want blasting though, look into one of the more action-oriented shooters first.

Slave Zero

Infogrames

What's the skinny? Guide a nimble 50-foot robot through a congested urban sprawl 500 years in the future in the highly stylized PC port. Slave Zero will also be the Dreamcast's first online multiplayer game, although you can't access that feature until Sega breaks its Dreamcast Network for multi-player gaming. Infogrames is planning to include a four-player Split-screen Mode to tide gamers over in the meantime. Also note that (of all the launch games listed here), Slave Zero has the greatest chance of slipping to a later release date.

Will I like it? What we have here is a pretty straightforward action game—but it sure looks cool. Armed fans will surely dig its future cool cityscapes and bots.



Soul Fighter

Publisher to be announced

What's the skinny? Think of Fighting Force on the PlayStation except MUCH more looking—and hopefully more fun. It's essentially a classic side scroller like Golden Axe, beefed-up with 3D graphics and a first-person mode. You won't find any spaces in here—only detailed polygons and textures, fancy environmental effects, mobile camera immersion and an impressive frame rate. You get about 50 levels, some with multiple pathways. As you might expect from a medieval game of this type, you'll choose from three standard medieval characters: a warrior, a sexy female and a sorcery wizard.

Will I like it? The game sounds a bit better, but it looks really nice. And if the information we've been getting from European publisher Piggback Entertainment is accurate, Soul Fighter should be an impressive experience too. Still, it'd be nice to have a game with a little more meat to it than just a straightforward hack 'n slash.

Speed Devils

Ubi Soft

What's the skinny? Hot tires and waxy asphalt cars race around purpose-built tracks at silky smooth frame-rates. There are tons of secret areas and bonus bits to look for, and in many ways it has a lot in common with EA's excellent N64 racer.



Battle Adventure Racing

Will I like it? Most likely. It's far from being all flash and no substance. What we've played of it so far shows that it's a challenging game, and all the secret stuff means that you won't get too bored of it.



Tokyo Xtreme Racing

Crave

What's the skinny? Race through Tokyo in a variety of different cars that range from the cobby to the luxury of a big limo before finally getting your hands on a screaming Fiat 500, 900, 7 or 600L. Chase through the streets avoiding traffic while trying to keep in front of your rival. It's as simple as that! Graphics are a mixed bag, and this game definitely looks like one of those razzled Japanese jobs.

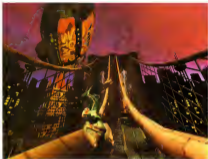
Will I like it? It's OK. No one here at EGM was really that enamored with it, although the Milanese seemed to be getting into it when he set down for a few hours. Racing aficionados will probably want to get their racing fix elsewhere. Sega Rally is only a couple of months away, after all.

TNN Motorsports

HardCore Heat

ASC Games

What's the skinny? It's billed as the sequel to ASC Games' mid-90s 1990 PlayStation title HardCore 4x4, a game down with four-wheel drive physics but short on excitement. Part 2.



HardCore Heat already made its debut in Japan as Buggy Heat, but apparently the cars jumped around and slid too wildly for ASC's standards. A few tweaks to the physics engine and presto—it's ready for American action. The game features eight rugged machines fully adorned with pretty details and bright paint jobs. Take 'em on an international track spread over snow, mountains, deserts and hard-packed dirt. Running at a smooth 60 frames per second, the game will provide plenty of racing thrills. Head-to-head and VMU capabilities are a sure thing.

Will I like it? It's no wonder if you're into the wild and unpredictable gas physics of a rally truck or a dumb buggy. Fans of giddy Rally Cross will also want to take a look.



TrickStyle

Accidents

What's the skinny? Think extreme snowboarding mixed with a large portion of normal skateboarding and a sprinkling of Extreme G and you have a good idea of what this is like. It's set in the frozen, flat "red" desert and chock-a-block around on hoverboards and it packs spectacular effects like many of the recent boarding games, tricks play a major part in the proceedings, and in the case of TrickStyle you learn new ways of showing off as you progress through numerous challenges. It's not all a bowl racing—sometimes you have to pull off a certain performance in a set time, while later you'll

have to get on to achieve objectives.

Will I like it? It's an interesting spin on the whole boarding genre, and the game play offers enough variety without dipping into the too-securely-fall territory that so many other games of this type have managed to on the PlayStation and the N64.

Dreamcast **Online**



We have good news and bad news about the Dreamcast's online capabilities.

The good news: Sega's Dreamcast Network will be up and running on March day. You'll be able to slip the packed-in Dreamcast Passport CD-ROM into your Dreamcast, plug a phone line into the modem, and leap online with no fuss, right after you complete a simple menu sequence and sign up for the service. You'll have immediate access to Sega's custom network, which offers content designed specifically for the system's features. Here you'll find gaming and lifestyle news, hints, cheats, chat, etc., not to mention access to e-mail. *Sonic Adventure* and a few other games will link up, as well, offering you 16 directional MMU games and other features. Far from limited to Sega's network, you'll also have access to the World Wide Web. Your system will act as a mouse for the point-and-click browser, and you can call up an on-screen keyboard to punch in Web addresses and send e-mail (or see what you hit the optional keyboard).

Sega hasn't announced a monthly price for its online services, but we're told it will be low and users can choose from several pricing options, or even opt to use their existing Internet service provider.

Now, the bad news: Don't plan on playing any online multiplayer games on Sega. *3D Deviation* is didn't know until April that the modem would be packed with the system, so they didn't have time to tune their launch games for network play. And in any case, Sega's Dreamcast Network won't have all the components in place for multiplayer gaming on launch day. "When you're negotiating with major Fortune 500 companies as we are," Staller said, "when it comes to building the network and who are the right partners and so on, it takes a lot of time, and it's better as longer than we thought it would."

When queried on who these Fortune 500 partners might be, Sega offered hints, but not names. We have confirmed that Sega is deep



Sega's Dreamcast Network will dish out content you won't find anywhere else on the Web.



in negotiations with telecommunications giant AT&T to provide the network infrastructure for Dream cast — a fact Sega does not deny. "The network we're using is being provided by the large IT network infrastructure in the States," Charles Bellfield, Sega's director of marketing communications, told us. "They have access to great optical networks. The infrastructure is beyond question. There will be no problems on dial-up access. There will be no problems on security. There will be no problems on latency

post *Baldur's Gate* and *Sonic*. New Worlds should launch soon after that. The first really ambitious Dreamcast network game, however, is next year's six 8-BPP *Frontier* from Tardus, which promises to single-handedly play on a two-square-mile future world. Release dates for all these titles will remain sketchy while Sega puts the pieces of its network together. "We would expect that by the summer of next year," Bellfield said, "you'll start to see network features really being cre-

"The Network is being designed specifically with online gaming in mind."

—Charles Bellfield, head of marketing communications

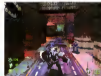
issues. The network is being designed specifically with online gaming in mind. You're talking broad bandwidth. You're talking video streaming."

Sounds good, but when are we gonna play games on this thing? The first big multiplayer game will come when Sega Rally 3 hits by the end of the year. At the same time, launch title *Slave Zero* will be able to hook online, and PC

to all the sites, going forward."

Sega is keeping mostly mum on what their features might be. We've been told that Sega Sports will evolve to be more online than off. We've been told to expect a lot more than the same 'ol online features found in PC games. "I expect to see a lot of innovation in multiplayer gaming from the arcade deal makers," Neil Anderson, Sega's director of developer support, said, "so we don't only have first-person shooter or real-time strategy games, so that we start to see other expansion into gaming."

But if all games according to Sega's plan, it's not just the games that will change—it's the games. "In the next 12 months, Dreamcast will evolve much more to a network environment rather than a stand-alone system," Bellfield said. "It's not about you and a mac like anyone. It's about you competing against your friends, your enemies. It's about you competing against people in the U.S. or in Japan, all at the same time. And that's what the Dreamcast experience will be as we go forward."



By the end of the year you'll play Sega Rally 3 and Slave Zero against online opponents.

Dreamcast-ing Couch

Photography by Michael Sexton



Next month the Review Crew will be able to bring you full reviews of pretty much all the launch games. This month, due to time constraints, and the unusual dynamics of magazine publishing (we're writing this in early July, you're probably reading it in mid-August) we've simply been able to spend a little time with each game—some of which aren't complete yet—to give you an idea of what to buy. Laced in the EGM games room with nothing but beer, food (ry fare from the local California Pizzeria Kichen, and cigarettes for Ota, our editors and art directors endeavored to record their feelings as they blasted through the games we feel you'll likely take an interest in.

Sonic Adventure

Alih: Sonic's back. After a bit of a weird start in Japan, Sega of America has tweaked, reworked and put the blue spiky dude through some intensive therapy.

Chris Johnston (Review Crew): Good god! It's gonna be sick this game's so fast I know what you mean. I'm just gonna stare at the floor for a while. Let me know when it's my turn to play.

Andrew Burwell (Art Director): The graphics are great! Also, cars, if you're throwing up playing this game. It looks incredible.

Jalen Davidson (Lead Hardware): Anyone who had problems with the Japanese version and just dumped it should take another look—knowing what's going on kinda helps too. It sure that's a problem with people obsessing on import games.



line. Key go and mix it up with some of the Chad things—

Soul Calibur

Moving on, we take in what is arguably the finest fighting game ever created. It's taken a while for us to warm to the strategies of playing it but there's no denying the graphics are amazing.

Chriple: Which do you guys like better? Soul Calibur or Tekken 3?

Chris: Obviously, there's no comparison, this is better. But we're talking about Download

men. Cross. We and Mitsunobu are gonna take ya.

Chad: Write as you may, I still win! What do you guys think about the extra modes? We need a ball mode!

Chris: With all the work Hasegawa's done in cleaning up the graphics on this one, who has time to put in a ball mode?

Chriple: They can put in whatever they want, as long as they don't mess with Saphira's hair-riding moves. I still feel like there's a lot more to figure out about this game. It's so deep!

John: You always play as a chick in fighting games, Chris. Now trying to tell us something?

Shaw: He's trying to tell us he's a woman trapped in a man's body.

Chriple: I like my fighting games like I like my pants: women only.

Ready 2 Rumble

The Soul Calibur season lock is a lot longer to work through...but after some pizza with feta-ol toppings and a couple of regulars everyone's of the opinion that we've still got some fight left in us...so the other DC fighting killeage is pulled out.

Chriple: Man, the amn state is unbelievable! Even Michael Bauer's twitchy face is cool, in a creepy kinda way.

Chad: Looks so real yet exaggerated—the whole game's creepy. It's like you're looking Ward All from the "50th" video.

Jalen: It's got the same quality as the Tekken games in that you can really tell how hard these guys are thumping each other. I didn't think boxing games could be this good—all of

"Who cares if you're throwing up playing this game. It looks incredible."

—Art Director Andrew Burwell

Shawn Smith (Review Crew): That's exactly why I've never bothered importing stuff. I don't want to just play a game to play it—I want to experience it.

John: (Softly sily voice) Yeah, man...
Jim Cordano (Art Director): I'm looking forward to this, and Ecco, to make me fall in love with Sega all over again.

Ota Chou (Review Crew): So far, I haven't seen any of the camera problems that people talked about with the import. But it was a freak. I thought the Japanese version was just

versus System 16, and there's an obvious step up in quality there!

Ben "Shaw" Wu (Review Crew): The looks sooooo much better than the arcade version...and that one looked just fine to begin with! The more I play this, the more the being it better than Tekken 3.

Chad: I like this better because I'm better than all y'all! Who's next?

John: But Chad, all you do is look people until you win with a ring-out. That's not skill, that's cheap. I'm next, try to beat me properly. Like a



the ones on Wii and PlayStation have sucked big time.

Shawn: You know, as good as it looks and how fun it seems, I'm just not getting into it so far. It seems like it's going to get old fast.

Jim: I only wish their heads would unbuckle and separate from their shoulders like *Backfire*! *Sock'em Robots*!

Shawn: I agree. It's a lot of fun to begin with, but I dunno if I'll be playing this a year from now.

Chris: Slow, you won't be playing a lot of games a year from now. I like this just because it reminds me of old-school ring-fing on the NES. It's also the first boxing game with a character from *Twelve Men* down with that.

Shawn: Is that a threat?



Chris: Ring-fing? What? That the game we showed an *Letter* a couple months ago that had the dude getting his knob obliterated by the ring boy?

Shawn: Ring-boy? He's more man than you'll ever be.

Dan: Can you think of a boxing game that's even remotely as fun as this? What, yeah, *March Out*, but how long ago was that?

Shawn: *Super Punch Out* was good, too. This does have that sort of feel. It's always fun controlling big fat asses though. Or leaning up big fat asses.

Cyril: Totally reminds me of a *3D Punch-Out*. One of those games where you forget about the controller and feel like you're directly connected to the machine, because the control is so intuitive and responsive.

House of the Dead 2

An hour or so with *House of the Dead* and we're ready for something with some more gut-abliss violence—as we move to the next, come without release game, and something that's a perfect conversion of a damn fine arcade machine.

Crispin: Now that I'm so used to playing this game with a gun, I don't even wanna think about using a paddle. I think the last peripheral I'm gonna buy is a gun, and it's only for this game.

Shawn: Yeah, having to play with the pad would suck. So far all of the third-party guys are looking pretty cool. Now we just have to see how accurate they are.

Chris: It's a shame that Sega isn't putting out

its own gun, since in my eyes *Twelve*, most third-party light guns are garbage. But as long as I can blast me some zombie ass, I won't be complaining.

Chris: What do you guys think about that red blood though? I'm glad Sega put it in but it doesn't make any sense. No gun, red blood. Hm... Crispin, you're supposed to save the civilians, not cap 'em.

Chris: Do zombies have red blood or green blood? That's the real question. I think saying it's OK to have red blood but not OK to have a light gun is rather hypocritical. *Twelve*'s violence in one sense, yet it's OK to have red blood spouting out all over...

John: You've got to win it though. But if you're dedicated you can open it up in a day or so. Crispin—you just hit another one.

Crispin: It wouldn't be shooting the voice if they'd stay out of the way. Yeah, the voice acting is pretty funny. I'm glad they kept the gun-up values. Given the game a B+ movie feel.

Hydro Thunder

The *3-Dot* team has been in the unusually lucky position of having a pair of *Hydro Thunder* cabinets in its lunch room for the best part of four months now. To say that we've become aficionados on it would be an understatement. So would say we're bored...but hey, at least it proves we know what we're talking about.

Chris: What this game needs is a good electric controller. But it looks almost exactly like the arcade game for the most part.

Crispin: Yeah, it's identical. **Cyril:** *Nicoche* (Art Director): Not quite identical, most of the movement mapping is missing in the Dreamcast version so the shiny metal stuff and water don't look as good. Not a huge point, but I was really impressed by that effect in the arcade version.

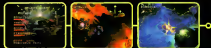
Shawn: Too bad there aren't more play modes. **John:** Yeah, it's just a straight putt with no frills. Even the second half is the same.

Dan: Ahh, you're just going to *twave* you're bored of the arcade machine in the office.

Dave: Haha! (Review Crew): You're all just a bunch of jaded gamers. Besides *Wave Race*, there are no other good water racing games. *Hydro Thunder* is the best one in a long time. **Jim:** *Chandler* rules. Um... dynamic resolution...

Chris: The arcade game always checked me when I sat down. I don't think we put it together right. They're a wee loose or something. At least the Dreamcast version doesn't shock me. If nothing else, I can practice on these tracks, then see if I can break any records. **Andrew:** *3D* on the arcade game. **Andrew:** Even after playing the arcade version to death, I think I'll still have fun trying to

MORE FIRE POWER. FEWER QUARTERS.



Asteroids is back with all the pulse pounding action that made the arcade game an instant classic. Experience 3-D worlds, multiple powerups, multi-player modes, dozens of new asteroids and enemies in this all-new version of the most addictive gaming experience the world has ever known.

- More than 30 levels in 4 zones
- Incredible graphics and multiple play modes
- Exciting multi-player modes including co-op and death-match
- Dozens of impact shields, power-ups and wild card weapons



break all the records on this version.

Cyril: Let me know when you've got those records broken so I can come over and add my name to the top of all the lists. That is, after I practice a lot and get better than you.

Marvel vs. Capcom

The competitive spirit is back in everyone's blood, and as we've said before, the Dreamcast is going to be the ultimate fighting game machine—to us dig out another launch fighter. Something that everyone has very strong opinions on.

Shen: This is a badass port. It's so damn fast. Che, I'm really impressed with that Cross Fever stuff. Four player in its house!

John: Huh?

Shen: The way I see it, it's always good to have at least one classic 2D fighter in your library of games. It being a launch title makes it a sure-buy. Besides, you can't go wrong with Marvel vs. Capcom—it's over the top.

Che: It's damn faster than anything the PlayStation could do, that's for sure.

Che: It's pretty much arcade-perfect. Hey

Shen: The good thing is that if this game is too over the top for fighting, daredevil out there, they can always get Street Fighter Alpha 3, which by the way is far better than the PlayStation version.

John: This was the first arcade game I ever played with you guys back when I started on ESN! Ah-his, the nostalgia.

Shen: You know, Che made a good point once...[Marvel vs. Capcom is going to be a Dreamcast killer app for many people. But I think it'll be easy for most other gamers to overlook this one because of all the hype Caliban's getting.

Blue Stinger

It's getting late and people's attention is starting to wander if the stuff on screen isn't too exciting. *Blue Stinger* is much more of a solitary experience compared to the rest of the launch games—many of which are very social experiences. The kitchen adventure fans dig in for a while as everyone naps out to rummage around in the kitchen looking for midnight matches.

Che: Hmm... I think I could get into this game if I really sat down with it. I watched Caliban play the report for a while... some of it was really impressive. And I don't mean the text, either. How about that one joint down with the wacky slow lane for a soundtrack?

Che: I think that's [set it]—this game is a bit too wacky.

Shen: Wasn't it a grocery store or something? And they had wacky Christmas music playing.



Shen: Man, that shit was surreal.

John: They seem to have started out that stupid camera problem. In the Japanese version, if you put one foot out of place the camera pulled back to about 30 miles away, leaving you as a tiny speck in the middle of the screen. Are these kids born back from looking for munchies? It's time for something else.

Power Stone

Like we said...Dreamcast fighting games machine. We stick Capcom's other big game in, and a crowd gathers yet again.

Shen: I think this could get boring after a while. It does look nice though.

Che: At least it's not a Resident Evil fighting game...

Cyril: Why don't you quit jumping around and cater fight me. What are you doing? Get off the roof. Come back down here, you was a Stone. Man, that guy has a grudge. He's gonna knock you over with it. That's the coolest.

Cyril: OK, now you're just being creepy. **Che:** For a first try at a 3D fighter, I think Capcom's done pretty well for the reserves. But the sequel will be better. Unless it's something like *Power Stone Alpha* or something.

John: I really like it. Once you've played *Soul Calibur* it pales into insignificance somewhat, but if this is a new direction for fighting games, then the all for it. I love the interactive scenery. I'm glad they're changing Falber's name for the English character though. Making a Brit a the one of the games that used to drop bombs on London in WWII is probably a bit inappropriate.

Che: I would like this game if it didn't play so much like *Clayton*. It's got some really cool things going for it, like the Jackie Chan-esque background interactions, and the graphics are really detailed. Too bad it's so scary.



The first blast wiped out your Space Center.
 In just 3 hours, the high-tech weapons
 satellite will strike again...It's your job to
 make sure that it doesn't.



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 N64
 adventure"
 -Nintendo Power



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Dreamcast Peripherals



The Dreamcast is the only console system without a dedicated line of games. That's why there are a variety of peripherals available for the Dreamcast right at launch. Thing is, Sega's already bringing out many variants of the Visual Memory Unit (VMU) and keyboard. Instead, they've passed up one of the peripheral duties only in long-time peripheral manufacturer Aaci (which, incidentally, is owned by Sega's Japanese parent company). The Aaci folks are giving us the Arcade Stick and Rally Wheel—each perfect for Dual Collar and Hybris Thunder, respectively. There are also a number of peripherals (joysticks, arcade sticks, VMUs, etc.) coming at launch from companies like Interact, Mad Catz, Nyko and Pelican Accessories. Look toward the Power Tools section in next month's DSM for more on the Dream system's stuff.

The Sega VMU is like a thumbstick for your DC, and a whole lot more. Save games onto it, call plays in NFL games with it, and even download mini-games to it in titles like *Senki Adventure* and others.



To resist gun abuse, Sega isn't bringing this gun accessory. But check out a Japanese peripheral company that does just like it to the point, in addition, there will be a number of other light guns available at launch from Interact, Mad Catz and Pelican.



Feedback of any kind from a customer is pretty cool when it's done right. And Sega's rumbling Jump Pack allows for all kinds of things and doesn't support it.

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ATLUS
www.atlus.com

Dreamcast Expandability



If you've made it to the end of this feature and you're still not enthused about the Dreamcast, you're either ill-dead or ill to me! So Sega you'd see the Orion man on Sonic. Or maybe you're just cautious. After all, Sony and Nintendo have technologically superior systems on the way. Why buy a system now that may not hold its own a year later? But before going Sega the cold shoulder, consider that the Dreamcast you buy now may not be the same Dreamcast you'll play in the future. "When I first came aboard at Sega and we were looking at the architectural design for the unit, I noticed there were things in there that looked like they'd be added to or expanded on later," Neil Robison, Sega's director of developer support, told us. "You can tell it was designed not just to be the static machine for a three- or four-year life cycle but it could be enhanced in a variety of ways."

Sega has long maintained that the Dreamcast is an evolutionary system. All you gotta do is expect the console to see it's

But before talk of all these add-on bits and bobs, it's time to do an often overlooked expansion port: the jiggled jack. "These ports are of sufficiently high bandwidth that you can have a variety of peripherals added here, like true force-feedback controllers," Robison said. Sega has laid down the gauntlet for third-party developers to do else more. Dreamcast peripherals. One frequently mentioned possibility is a digital video camera, which among many uses would let gamers map their face onto game characters. And since Sega's modems was designed to facilitate a video signal, you'll be able to eyeball the reactions of your camera-equipped on-line opponents.

Controller-son possibilities don't stop there. Don't wonder why the Dreamcast (jiggled) has two VMU slots? "It's more than being able to take and save game information in the," Robison said. "We have a lot of other VMU designs like a sound-input peripheral—it's a prototype. We can do things like space

"You can imagine the possibilities a microphone opens for Internet play."

—Neil Robison, Sega's director of developer support

trading with expansion possibilities. "If you look physically at the unit in the back," Robison said, "there's an expansion port, and we have some interesting ideas for that specific port. Also, if you pop the modem off, you'll notice that this is a hardware connector that goes right into the board itself. And this is a way of expanding the unit beyond just modems. There's a variety of ideas we have for being able to run devices into this very, very high-speed, high bandwidth type of expansion."

Sega has already confirmed that Dreamcast owners will one day be able to upgrade the CD-ROM drive to DVD. Sega maintains users will soon be able to swap the y2k modem for color modems, GSM lines, infrared connectivity or whatever type of lightning-quick connection adds their fences. The console's digital video encoder can be reprogrammed on the fly to support HDV and other future television formats. (Imagine us working on a Dreamcast Zip drive, which will open endless possibilities for game customization and online upgrading. Robison even told us at this year's Game Developers Conference that upgrading the system's chipset is not out of the question.)

recognition with a microphone, and you can imagine the possibilities a microphone opens for Internet play, as well." We've also heard of ingenious, much better VMU concepts in the works that'll open up even more online capabilities.

If Sega's plans pan out, online innovations gamers have been promised for years will finally become reality. You'll be able to trash talk opponents or discuss strategy with friends in multiplayer games by chatting into your VMU microphone. You'll be able to look straight into the eyes of that guy in Spain you just blew by in Sega Rally 3. Thanks to your digital video camera.

Or you can be cautious, hide your piggy bank under the bed for another year and avoid the Dreamcast. But when's the fun in that? Our advice is to take another look at the Dreamcast. It's not hot, pick a few games that sound good (like our new one, *Soul Calibur*), then get in line at Sega. Or, as *Illusion Storm* told us, the Dreamcast system is alive and expandable. Sega has learned from its mistakes, and the console will hold its own when the other guys make noise with the latest year.

Go ahead. Buy the thing. 

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Developed by





Power Tools



Everything on the pad feels right so it's worth getting in the pad when a portion of the tilt sticks it down.

If a game's too jumpy with the tilt on, simply adjust the pad's sensitivity here.



Tilt Force 2 (PS) Tilt Pak (NG4)

Company	System	Price
Politec America	PS, NG4	\$49.99

If you're looking for a new way to play, consider this technology that allows you to control what's happening on screen by simply moving the controller around. The PS version (the better of the two by far) uses a tilted analog stick. Data Deck, whereas the tilt version consists of a stick and a single, built-in case will do what they do—when you're playing certain types of games (like flying, driving and other such games). But when it comes to some games, this technology just can't compete with the good old-fashioned good. Luckily, the one that's the tilt technology if it's not like that, it's a good one. You'll be surprised to see a long time to get to this point of review.

www.politec.com

With Double, there's a lot of things. We want to be more, not just numbers.



Boomerang 64

Company	System	Price
Relly	NG4	\$49.99

All too often when simply designed third party controllers come along, they just don't make the cut. The Boomerang 64 controller on the other hand works quite well. It's a good one, built in motion, and the placement of the buttons on top make a lot of sense—although the one button is a bit off. Overall it's an odd but decent controller.

www.relly.com



Data Deck

Company	System	Price
Mad Catz	PS	\$39.99

It was just a matter of time before a company improved upon what interact control. And Mad Catz has done just that. Like the DataDeck, the Data Deck allows you to save PS game files onto your PC. It also has one more thing: it can also save your data transfers. It has good, to be sure, and a simple looking like it. But we should mention it will be getting a new version in the near future. For more info, visit www.data-deck.com or www.madcatz.com.

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You can still
there's quality in
the construction

Gamestick

Company	System	Price
Oh No! Inc.	PS	\$29.95

For what it is, the Gamestick is
simple. But then there would
be many like games out there,
isn't it? Yes, you can use it
with other games (Duke for
instance) but it works best with
fight games. It has all kinds of
cool programmable functions,
and may become a digital pad,
but it's just too pricey for us.
www.ohno!inc.com

GameStick?
Yeah, maybe
if you're an
old member
and that
there's any-
thing wrong
with that!

Camo/American Rag Rocker Pads

Company	System	Price
Rock	PS	\$29.95

Why do these exist? Well, if we
have professional working and
learn to labor we'll get cheap
stuff for free. Yes, there are
many such items that people
buy they have incredible quality
made up for it. So if you're
into this sort of thing, you're
down to earth. (Slightly
high quality or low for money)
www.rock.com

WHO IS THE MASTER CHEATER?

What?	GameShark Pro (PS)	Xplorer FX (PS)
Price	\$29.95	\$29.95
# of games/titles on-board?	250/2500	250/2500
Acts as a virtual memory card?	Yes	No
Allows you to view graphics and data on the disc?	Yes	Yes
In-game trainer for creating new cheats?	Yes	No but
Not so it's easy to use?	Yes, very much so	For the most part
Does it ruin the fun of a game?	Definitely	Only
Does it make some games look up for no apparent reason?	Yes	Yes
Why is that?	It's a memory thing. When the PS loads, it goes some memory. Some games don't like this.	Some thing here, except for the more a device is available that supposedly helps with the look up.
How's the design of the unit?	Standard, real looking	Big, grey and very looking

Score

8.5

8.0

*"Because we don't want your kids decapitating in their games
if you don't want your kids decapitating in their games!"*



EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com





Review Crew

Crispin Boyer

Strange as it may sound, Crispin spent as much time this month playing *Apocalypse and the Party* (Eidos as the old) *Final Fantasy* titles. The total can be always related to *My Fighter* (as in order the heavy on *All Fours*, but I may wouldn't let him join because of his club has about you and Hebrew class pants).

Current Favorite: *Warrior Quest, Prohibition Soap*
Favorite Genre: Action, Adventure



Dan Hsu "Shoe"

Now that *Shin's* no longer taking care of the letters section, he can spend more time doing what he really loves. Then, we can't really point what that is, moving on, *Shin's* focus spending time from his desk, to play a lot of *StarCraft* and *Half-Life* (Showertime today).

Current Favorite: *NBA Showdown, Orion, StarCraft, Final Fantasy VII*

Favorite Genre: Strategy/Fantasy



John Davison

The sounds of *StarCraft* on the office airside anymore are getting more and more frequent, and Jimmy'll credit most by get his hands on the PC version next month. One and he's doing something else that feel the wrath of *StarCraft* in glorious 3D-rendered colors.

Current Favorite: *StarCraft, Star Wars, Halo*

Favorite Genre: Racing, Action



Che Chou

It's December month here at IGN and Che's been deep on it...the idea wasn't a bad one, as he's had his clean cut job as (are picture above). The story happened again in good part of the month (today, same as a dark corner with *StarCraft* (no doubt good thing too long out tomorrow).

Current Favorite: *StarCraft, Assault Suits, Valkies, Groggy 2, SMK3*

Favorite Genre: Fighting, Racing



Chris Johnston

When Chris heard that *Sage's* next issue is not going to be called *Demons*, he let out a hearty "What the f---?" As the issue it seemed like a silly name. But when *Sage's* next issue, a *Demons* (already published) will find its place among the *PlayStation* and *NBA*.

Current Favorite: *King Of, Prohibition Soap, Final Fantasy VII*

Favorite Genre: Adventure, Puzzle

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Dean Hager

Sports and racing games are Dean's main concern when it comes to the Demons. Single yearly the only takes the time as far as a *Brady Bunch*, *Star Wars* and *NBA Showdown*. *Halo*, all racing games, surely *EA* could be developing something for the month?

Current Favorite: *Demons, Star Wars, NBA Showdown (PS)*

Favorite Genre: Sports, Racing



Shawn Smith

The more games *Shawn* sees and the more interest he has in the Demons, the more he likes it. Especially all of the online stuff. Of course the most important part of all the games, coming to the review—although they won't make his job any easier next month.

Current Favorite: *Prohibition Soap, Orion, Star Wars, Command & Conquer*

Favorite Genre: Action, Adventure

This Month...

It's end of game month for the Review Crew this issue as we take on the delights of *Star Wars*, the (totally) French *Tomb Raider* (can French games in 1995 still draw arms and legs?) and the unique Japanese *Rising Sun*. It's a good review as it could be found complaining about mutant vegetables, cowboy ninjas and gibberish speaking characters. It's for the best part of the month, here the spectacular *Star Wars* had its moments. World have thought *EA* would produce a game that rewards you for running over (juicy rabbits) *Star Wars* month we've got our work cut out. Expect to see ALL of the Demons' branch games under the Review Crew microscope. It's going to be a bummer. ☹

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

IGN rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive—a 0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5 is an AVERAGE 5.0. Simple, isn't it?

Our Awards



Platinum Awards go to games that get five 10's, the best and best review a game can get.



Gold Awards go to games about which users could say a lot of things.



Games that average at least an 8 receive **Silver Awards**.

Samurai Shodown 2



Fatal Fury-First Contact



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Review Archive

EGM's Last 100 Reviews From EGM #115 – 121

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Platform: Gold					
4 Star 1-1st	Activision	Intense Gameplay	It's A Shoot Game	8.0 4.0 5.5 4.0	119
4 Star Assault 2000	Activision	Amazing Depth Great Graphics	So In Competitive	9.0 9.0 9.0 8.5	118
4 Star Assault 99	Ubi Soft	Short Shots Go Down Lanes	Tough To Aim, No Aim	9.0 5.5 5.5 5.5	120
4 Star Assault 98A	Activision	Beautiful	High Learning Curve	1.1 3.0 1.0 3.0	103
4 Star Assault 98B	Activision	Excellent Game Strategy	Not Enough Tanks	9.0 8.5 9.5 9.5	117
4 Star Assault 98C	Bentley	Graphic Mode	An Overall Okay Game	4.0 6.0 7.0 6.0	117
4 Star Assault 98D	Bentley	Tidy Game Play	An Overall Okay Game	4.0 4.0 4.0 4.5	117
4 Star Assault 98E	Bentley	Richer Game Design Match	Playable Without Gameplay Camera	9.0 9.0 8.0 8.0	118
4 Star Assault 98F	Comcast	Box Graphics	Mediocre Gameplay	3.0 4.0 4.5 3.0	118
4 Star Assault 98G	Bentley	Multiplayer Versatility Match	Tricky Control	9.0 6.5 5.5 6.0	119
4 Star 10	Electronic Arts	Realistic Gameplay	Power Up/No Power	8.0 9.0 8.0 9.0	119
4 Star Fighting Force 64	Green Gate Software	8 Weapon Base Box	The Cool Ball B Lacks	10 4.0 4.0 4.0	118
4 Star Gears of War Adventure	Bentley	Two-Player Co-Op Mode	Cheap Instant Deaths	1.5 6.5 7.0 6.5	119
4 Star Gears of War	Bentley	Advanced Fight System	Advanced Camera Positioning	7.0 7.0 7.0 6.0	120
4 Star Gears of War 2	Bentley	Great Game Gameplay	Weak Controls	6.0 7.0 6.5 5.5	120
4 Star The Legend of Dragoon (Version of This)	Bentley	Beautiful Incredible Weapons	When's the Classic Dragoon Music?	1.0 10 10 8 10	115
4 Star Legend of Dragoon Challenge	Capcom	New Gameplay Modes	Getting Hit by These New Weapons Was So	7.0 7.0 7.0 6.0	115
4 Star Legend of Dragoon	Bentley	It's The Ultimate Party Game	Not So Great For Solo Play	8.0 8.0 8.0 8.0	117
4 Star Legend of Dragoon 64	Bentley	Amazing Single Player Game	Having to Get on Green So Your Friends	6.5 10 10 7.5	117
4 Star Legend of Dragoon 64	Ubi Soft	Great Controls	Weak Player Aid	6.0 6.0 6.5 6.0	120
4 Star Legend of Dragoon 64	Bentley	Multi-Platform 64	Sub-Par Graphics, Animation	7.0 6.5 6.5 6.5	117
4 Star Legend of Dragoon 64	Bentley	Good Commentary	Bad Controls	4.0 5.0 6.5 6.0	117
4 Star Legend of Dragoon 64	Activision	Multiplayer Modes	Control Over Screen Levels	6.5 6.5 6.5 6.5	120
4 Star Legend of Dragoon 64	Bentley	Using The Original Characters	Only Melee Area of White	6.0 1.0 4.5 5.0	118
4 Star Legend of Dragoon 64	Bentley	Interesting Story Line	Over-Indulgent Gameplay	4.0 4.5 6.5 6.5	120
4 Star Legend of Dragoon 64	Activision	Cool Controls	Amazing Characters	7.0 6.0 7.5 7.0	116
4 Star Legend of Dragoon 64	Bentley	Great Story	Beginner-Friendly	9.0 8.0 8.0 8.5	118
4 Star Legend of Dragoon 64	Bentley/Activision	Detailed Graphics	Extreme Difficulty of Final Stages	6.0 8.0 8.0 8.5	118
4 Star Legend of Dragoon 64	Ubi	It's Not Art	Just About Commanding One	6.0 4.0 2.0 7.5	120
4 Star Legend of Dragoon 64	Bentley	Simple Fun Gameplay	Lack of Sharp Weapons	6.5 6.5 6.5 6.5	119
4 Star Legend of Dragoon 64	Bentley	Lots Of Options, Not Very	Tricky Controls, Awkward Controls	9.0 5.0 9.0 5.0	119
4 Star Legend of Dragoon 64	Activision	It's Not Graphics, It's Not Fun	The Fun Game Parts	6.5 6.5 6.0 6.0	119
4 Star Legend of Dragoon 64	Activision	Co-Op Game Mode	Weak, In-Fun, No Concept	6.5 7.5 6.0 6.5	117
4 Star Legend of Dragoon 64	Bentley	Beautiful Graphics	Weak, Awful Soundtrack	6.0 6.0 7.0 7.0	120
4 Star Legend of Dragoon 64	Ubi	Lack Of Music	Mediocre Game Design	6.0 7.0 7.0 7.0	120
Platform: Silver					
4 Star Legend of Dragoon 64	Bentley	Two-Player Mode	Lack Of Audio, Control	4.0 3.0 1.0 1.0	117
4 Star Legend of Dragoon 64	Bentley	Original Concept	Not Particularly Difficult	7.5 6.0 5.5 6.0	117
4 Star Legend of Dragoon 64	Ubi 2 Interactive	Amazing Game Play	It's A Struggle Soccer Game	1.5 4.0 3.5 4.0	118
4 Star Legend of Dragoon 64	Ubi	Innovative Use Of Dual Shock Analog	The Camera Can Get Annoying	6.0 7.0 6.0 6.0	120
4 Star Legend of Dragoon 64	Ubi	Great Use Of Weapons	Clunky Controls, Analog In The Controller	6.0 6.0 6.0 6.0	119
4 Star Legend of Dragoon 64	Bentley	Realistic Gameplay, AI	Strategic Controls, Shaky Graphics	5.0 5.0 3.0 4.5	119
4 Star Legend of Dragoon 64	Activision	It's Not Fun	Clunky Two-Player Mode	4.5 4.0 3.0 4.0	119
4 Star Legend of Dragoon 64	Propaganda	Great Music	Flawed Game System	6.5 6.0 6.0 4.0	117
4 Star Legend of Dragoon 64	Bentley Computer Entertainment	It's Not Fun Presentation	Too Easy	6.0 7.0 7.0 6.0	119
4 Star Legend of Dragoon 64	Bentley	Amazing Game Strategy	Four Two-Player Mode	7.0 5.0 7.0 7.0	118
4 Star Legend of Dragoon 64	Comcast	Control Issues	Mediocre	5.0 5.0 4.0 3.5	120
4 Star Legend of Dragoon 64	Activision	There's Not A	More Like Backward With 64	6.0 7.0 3.0 6.0	117
4 Star Legend of Dragoon 64	Bentley	Realistic Controls	Clunky Game Play	6.5 5.0 6.0 4.0	120
4 Star Legend of Dragoon 64	Bentley	Playing The Original Control	Graphics, Sound Controls	2.5 6.0 3.5 3.5	120
4 Star Legend of Dragoon 64	Square Enix	Real Fantasy Atmosphere	Lack Originality	7.0 5.0 4.5 7.0	121

Game	Publisher	Best Feature	Worst Feature	Score	Issue #
Castles II	Activision	Epic Strategy	Unintelligible Long ID "Thinking" Status	90	90
Castles III	Sony Computer Entertainment	Easy to Get Into	Repetitive Gameplay	5.5	50
Cast 2	Fun Interactive	Level/Design And Graphics	Four-Colorful Sluggish Gameplay	4.5	50
Castings	Red	Intense 3D Fights	Obvious Video Archery	80	75
Castle Knight	Apogee	Very Control-Oriented Puzzles	No-Save / No-Calendar Through	5.8	65
Castle Wars	Apogee SA	Sound Music	Revolving System	75	65
Castles III	Propegnis	Win/Win Sucker Soundtrack	Fracturing Winning Controls	4.5	4.5
Castles III	Electronic Arts	Real Scenario At Arent	Some Instabilities Against The Cities	95	55
Castle in the Sky	Apogee	Out-Relating Your Own Fingers	Fighting Against Leader Fights	85	65
Castle of the Sorcerer	Remarc	Two-Player Mode	None-Controlling	75	70
Castle of the Sorcerer II	Apogee	Number-Of Choices	Another Average-Controlling Game	4.8	5.8
Castle of the Sorcerer III	Edios	One-Of-Several-And-Many-Boys	Control-Of-A-Plan	75	75
Castle of the Sorcerer IV	Activision	Played A Few-Continental-Map	Too-Many-Choices-By-Weapons	90	6.8
Castle of the Sorcerer V	3DO	One-Of-The-Clubs-Last-File	Nothing-And-Nothing-Is-A-Choice	90	1.8
Castle of the Sorcerer VI	CD Interactive	Very-Old-Controls, Framer-Rate	Nothing-Is-A-Choice	85	8.8
Castle of the Sorcerer VII	Julius	Combining Features	Many-Colors	8.8	6.8
Castle of the Sorcerer VIII	Sony Computer Entertainment	Long-Game, Cool-Relax-System	Nothing-And-Nothing-Is-A-Choice	90	7.8
Castle of the Sorcerer IX	Working Designs	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	9.8
Castle of the Sorcerer X	Electronic Arts	Beautiful-Animation	Sluggish-Frame-Rate	4.5	7.0
Castle of the Sorcerer XI	Apogee	Multi-Player-Mode, One-Player	Not-Enough-For-A-Choice	7.8	5.8
Castle of the Sorcerer XII	3DO	Competitive Two-Player Games	Not-Enough-For-A-Choice	8.8	8.8
Castle of the Sorcerer XIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XXXIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XL	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer XLIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer L	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8

Castle of the Sorcerer LI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXIV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXV	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXVI	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXVII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXVIII	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXIX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8
Castle of the Sorcerer LXXXX	Edios	Great-Many-And-Many-Boys	Not-Enough-For-A-Choice	90	8.8



Reader Reviews

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at review_crew@nintendo.com or write to us at the following address:

IGN Reader Reviews, P.O. Box 3228, Oak Brook, IL 60452-3228

Super Smash Bros.



What we said:

"SSB is a great party game whose Nintendo-heavy themes work well, one of the most unique, and lasting fighting games I've ever played...the multiplayer and team modes are what make this game so much fun..."

How we rated it:

8.5 8.5 8.5 9.0

What you said:

Super Smash Bros. kicks every form of ass that exists—definitely the party enthusiast's game of choice. Hal Luberman was right in when they made this game—it's the best fighting game I've ever played, mostly because of the four player classes that can occur. I love the innovation of having to throw your opponents off a cliff, and the spectacular comebacks you can make. I also love hitting people with and throwing the baseball bat at people. Sometimes it gets a little hard to see your character, but unless you are being deprived of great things, I couldn't see any reason not to recommend this game.

DarkKing@PeeL.com

Fighter Maker



What we said:

"There's nothing like it on any of S's consoles...It'll take you a long time to get the hang of FM, but it's well worth it...be prepared to spend hours with this one..."

How we rated it:

8.0 9.0 8.5 8.0

What you said:

This is simply the word. PlayStation game I have ever played. People anticipated this for weeks. Making your own fighter and even making his movements would have provided months of entertainment. But when I turned the game on I soon realized

"I don't give a **** about the way Skullomania dances around..."



you can't even make the fighter? All you can do is select a pre-made fighter and design his or her actions. I don't give a **** about the way Skullomania dances around. I wanted to make my friends, teachers and other such people from real life. Imagine it as Wario's editor, but all you can do is assign Skull's abilities moves. Only buy Fighter Maker if you want to Bush a-bush down the crepper.

Joe Delaney

DarkKing@PeeL.com

Super Mario Bros. Deluxe



What we said:

"Even the most hardcore SM&B plays it will have plenty of new challenges to face...a nearly perfect companion to every S&C owner out there...the two player link game is a blast...another must-buy for Game Boy Color..."

How we rated it:

9.5 8.5 8.5 8.5

What you said:

Thank God Nintendo didn't change any of the music or sound effects like they did for Mario DS. It's a great game that shouldn't disappoint fans of the original. I can't wait for Super Mario 2 & 3!

DarkKing@PeeL.com

Lunar: SSSG



What we said:

"This is easily the most well-written RPG I've ever played...Lunar is as engaging as it gets...combat in Lunar is all about strategy...the big draw here is the story...Lunar's plot, writing and voice acting are about the best you'll find..."

How we rated it:

9.0 9.5 8.5 9.0

What you said:

Hats off to Working Designs for finally doing this game justice. Lunar: SSS Complete is a remake with a vengeance, improving every aspect of the original Sega CD version and turning an excellent RPG into a phenomenal one. The characters from the original have been given depth and dimension, the story from the original has vastly improved, and the animation sequences from the original have become something else entirely.



Working Designs' trademark campy yet quality dialogue is present, as is some unexpected voice acting, save for a few bothersome exceptions (namely Neah, whose peppy act of pipes would almost be tolerable were he not as arrogant as a mountain). Lunar: SSS Complete is a marvelous gem and is highly recommended to anybody who enjoys fun.

Ferris Butler

DarkKing@PeeL.com

"Hats off to Working Designs for finally doing this game justice."

How Does Your Rod Measure Up?



"Feel every bite and every tug!"

With its exclusive Dual Shock™ compatible reel and reel controller.

Real Landing sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So peak your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.

- Comes bundled with custom designed fishing rod/reel controller
- Solo or tournament mode
- 5 challenging lakes, 14 species of fish
- Cast side arm, overhead, or skip
- Tutorial mode tells how to: pros hook the big ones
- Dual shock compatible
- Stock your tackle box from 50 different rods, reels, rigs, and lures





Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to

Tricks of the Trade
P.O. Box 2326, Oak Brook, IL 60521-2326
or send e-mail to: tricks@rol.com

Tricks of the Trade

By Trickman Tom - tricks@rol.com

TRICK OF THE MONTH

Vigilante 8

(MSX)

Special Level

To find a hidden level in the game, go to the Title Screen and access the Options Menu. In the Controls, go to the Password option and enter the code: 00000000000000 (put all 0's in for the password). You will see an icon appear in the middle of the chart. This will confirm that the level is open. Now just choose your character and begin your game to play up the Tower (Grandland 64 level).

Chris Abiga
Portsmouth, NH



Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free Game Shark provided by the kind people at InteroL, and a free Mouse controller from Fun International. If you are given credit for submitting a fun trick in this section, you will still get a free game. Be your top for more. **NOTE:** If you send your trick by e-mail you must include your real name, address, city, state and zip code.



THE GAMESHARK CODES OF THE MONTH

NINTENDO 64

A Bug's Life

00000000000000
00000000000000
00000000000000
00000000000000

Chameleon Thrift 4

00000000000000
00000000000000

Star Wars: Episode 1 - Star

00000000000000
00000000000000
00000000000000
00000000000000
00000000000000
00000000000000

PLAYSTATION

Castle

00000000000000
00000000000000
00000000000000
00000000000000

Legend: Silver Star Story

Complete
Instant Level Up To 99
00000000000000

T.R.A.C.

MP Ammo
00000000000000
MP Ammo
00000000000000
00000000000000
00000000000000

NINTENDO 64

A Bug's Life

Level Select



At the end and off the main screen hold C-Up + C-Down + C-Left + C-Right + 2 and press B. An arrow will appear to confirm car code entry.

Fighting Force 64

Level Select and Invisibility



On the Main Menu Screen, hold L-button + 2 button + C-Up+Down C. This will take you to the

Character Select Screen in a few seconds. From there you may press Left C or Right-C to change your beginning level. You will also begin the level with invisibility.

Ken Griffey Jr.'s Slugfest

More Visual Codes



Big Feet

Go to the Create A Player option and type "COBB" for the first name and "BIGFOOT" for the last name. You will hear a confirmation sound.

Pist Team

Go to the Create A Player option and type "COBB" for the first name and "STEAMBOILER" for the last name. You will hear a confirmation sound.

Invisible Player

Go to the Create A Player option and type "COBB" for the first name and "INVISIBLEMAN" for the last name. You will hear a confirmation sound.

Big Heads

Go to the Create A Player option and type "COBB" for the first name and "BIGGEST" for the last name. You will hear a confirmation sound.

Thin Players

Go to the Create A Player option and type "COBB" for the first name and "THINPICK" for the

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Also, read *Cover Cover* every month for the latest tricks and strategy

led name. You will hear a confliction sound.

Little Players
Go to the Create A Player option and type "COOR" for the first name and "LITTLELEAGUE" for the last name. You will hear a confirmation sound.

Quake II

Timed Mission



First, make sure you have no controller pak in the control pad. On the Title Screen when you see Start and Options, highlight Start and enter it. On the Main Screen, choose a Single game. On the Start Game Screen, choose Load. When it asks you for a controller pak, choose the "Do Not Use" option. This will bring you to the Password Screen. Now enter "986C V808B (BBC V80)" as your password. You will descend safely to (brought to a level) game and it will be called Mission 8.

Rush 2

Tag Mode

Choose the Practice Mode with two players. Then after both players have selected their cars, press Up/C a couple of times during the countdown. When the game begins, the word "IT" will



appear on the second player's half of the screen. The player who is not "IT" becomes "IT" when his/her car is hit by the other player or destroyed. A timer will keep track of how long the current player has been a "IT."

Superman

Level Select

First begin a one-player game. Play until you get the option to save the game on the controller pak. Save the game, then reset.



Select the Load Game option from the Main Menu, then choose the game that was saved. A prompt to insert a number pak will appear. Hold L +

B for approximately one second, then press A. A Level Selection Screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the Option Screen from the Main Menu.

PLAYSTATION

Ape Escape

Save Your Life

After you fall off a cliff, press the Start button and then press Square to exit. Now you will go to the Time Station and begin at the level you fell off with the



same amount of lives you had before you fell off the cliff. Make sure you press the Start button before you fall too far!

Big Air

Courses, Special Races and Worlds

All Courses

TOP 10 TRICKS

The top 10 games of the last month plus the follow-up technique treatment

1. Pokemon (Blue)

GB

High Start Zone

Pokemon

This will show you to fight and catch the Safari Zone Pokemon outside of the Safari Zone. To begin, you must have a Pokemon with the Surf/Ability. Now go to the Safari Zone and enter the area where the Pokemon you're trying to catch is found. Stay in the area until the time runs out. Go to the Southern Island by sailing south of Pallet City. Be sure you don't encounter any enemies on the way, or the trick won't work. They also will include the Pokemon in the water on the way there. On the edge of the island, there is a strip of the ocean that is half land and half water. Now stand on the rock and just keep going up and down and left. When you run into something, it will be the Pokemon from the Safari Zone unless you get hit. This is fun though, you will be able to fight them and use the other skills on them as well.

www.guide.com

DRIVE SITES OF THE MONTH

PlayStation

Mr. / www.games.com/Share/MS/Play/1.html
Mr. / www.play.com/Share/MS/Play/1.html
<http://www.play.com/Share/MS/Play/1.html>

Windows G+

Mr. / www.games.com/Share/MS/Play/1.html
Mr. / www.play.com/Share/MS/Play/1.html
<http://www.play.com/Share/MS/Play/1.html>

Mr.

<http://www.games.com/Share/MS/Play/1.html>
<http://www.play.com/Share/MS/Play/1.html>





TRICKS

All the Main Menu Screens: quickly press Right, Left, Right, Left, Circle, Square, Circle, Square, then select any Free Ride mode.



Face against Shiva Palmer

At the Main Menu, quickly press Square(X). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Face against Mike Bealio

At the Main Menu, quickly press Square(X), Circle(X). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Face against Nicola Theob
At the Main Menu, quickly press

Square(X), Circle. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Face against Iain Spiro

At the Main Menu, quickly press Square(X), Circle, Square. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Face against Ross Powers

At the Main Menu, quickly press Square(X), Circle, Square(X). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Face against Fabrice Rohrer

At the Main Menu, quickly press Square(X), Circle, Square, Circle. Then, finish the first track in



World Tour Mode: In first place to race against him in the next race.

Big Air Board

At the Main Menu, quickly press Right, Left, Right, Left, Square(X), Circle. Then at the Board Selection Screen, choose the Pitbull.



the Pitbull

TDJ board

At the Main Menu, quickly press Right, Left, Right, Left, Square(X), Circle, Square. Then at the Board Selection Screen, choose the Pitbull.

Steve's board

At the Main Menu, quickly press Right, Left, Right, Left, Square(X), Circle(X). Then at the Board Selection Screen, choose

the Pitbull

Jimmy's board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(X). Then at the Board Selection Screen, choose the Pitbull.

John's board

At the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(X). Then at the Board Selection Screen, choose the Pitbull.

Daniel's board

At the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(X), Circle. Then at the Board Selection Screen, choose the Pitbull.

Flo board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square(X). Then at the Board Selection Screen, choose the Pitbull.

Angal board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle. Then at the Board Selection Screen, choose the Pitbull.

Accolade board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(X), Square. Then at the Board Selection Screen, choose the Pitbull.

GROG 2

Start Game With g Heartpots




On Title Screen, hold down B and then press Left, Left, Down, Circle, Square, Square. You'll hear a confirmation sound.



Max Out Your Crystals

On Title Screen, hold down B

TOP 5 INVINCIBILITY CHEATS OF THE MONTH

THE CHEAT	TRIGGERING THE CHEAT	HOW TO USE THE CHEAT	DIFFICULTY
 VELOCIOUS 3 (9A4)	DOWN	From the Title Screen, access the Digiport Menu. In the Options, go to the Modable option and enter LTRNG. HOLD B for no damage (Invincibility). One of those "Well, July isn't I think of that?" jokes.	000
 SUPPORT 4g (9A4)	TAKE A WILD SWIM	While standing on your head and whirling the theme tune from Grob, hold D+L+R while playing and then press (from bottom): Up C, Down C, Left C, Right C, Up C, Down C, Left C, Right C.	0
 ARMY (9B) 3-0 (9A)	SHIT IT	After you have started the mission, press Start to bring up the Pause Screen. This code must be done within about five seconds to work. To make Garg Invincible, press Square, Circle, L, L+R (simultaneously).	0000
 GEX 3) DOP COVER GARGO (9A)	OH, GIRL, IT MAKES YOU NOT ONE, AND FEAR!	To make GEX invincible, press Start to pause the game and hold L+R for 10s, hold, press Down, Up, Left, Left, Triangle, Right, Down. (Are you even? Not my area, are you?)	00
TAI PA WEAVER OF THE TIGER (9A)	WHAT PART OF INVINCIBLE DON'T YOU UNDERSTAND?	In order to play this unscripted game for ever longer without getting killed, try the following: R, Triangle, R, Left, Right, R, (unscripted text now have no effect). Pause and reload. Invert.	0000



We want your tricks! Plus, next month, we want to feature as many **BREAKFAST** games as possible. Send us anything you have.

TRICKS



Insert the "Making Of Luner" disc, then when the intro sequence of the making of the

game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken to a new Title Screen called, "lands Of Luner." You and one other player can battle against via computer play and for a total of eight players. You can choose your character for the castle you defend, set up your options and more!



and you should be in a door with "Lunar Squaders" at the end. On the left side are three doors. Use the aiming mode to look up, and it should say "HATER" above the right door. Go up to the door and pause the game. Keep WASD highlighted, then press and hold in this order: Right+Left+D. Game should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either system and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

R-Type Delta

Multiple codes



Level Select
Use the bombs more than 10,000 times.
9 Credits
Gain over three hours of gameplay.
Free Play Mode
Gain over six hours of gameplay.
Power Armor
Beat the game in "Normal" or higher difficulty setting, or by playing the game over 100 times.

Syphon Filter

Cleaves Code
When you begin the final level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an ally. Go down the ally

TOP 10 TRICKS

LEARNING

press and hold Left + L1 + R1 + Select + Square + B

All Weapons and Unlimited Ammunition

Press triangle and highlight the "Weapons" option. Hold Right + L1 + R1 + Circle + Square + X (in order) twice. Only the weapons normally available during the current level will become available.

6. Mario Party 100

Special Title Screen

Select all 100 stars and defeat Bowser once and be all on the board to activate board, Special Star. After all of the has been done, you will have earned the special Complimentary Title Screen.

7. Super Smash Bros. (Wii)

Bowser's Life

Defeat Bowser if you are defeated in a multi-player match. If your teammates still have one or more lives in stock, you can use one of his lives to get back to the screen by pressing R+L+Start.

8. MLB 2000 (PS)

Heavy Hitter

Give a certain Player Medal and make the player's name Scott Marley. The player will hit a back-foot home run every time.

9. Army Men 3-0 (PS)

All Weapons

After you have started the mission, press the Start button to bring up the Power Screen. The code must be put in with five about two seconds to wait, Square, Circle, R1, L1, Triangle (Simplexpress).

10. Legend of Legaia (PS)

Hidden Magic Spell

After this using the final Spell, pick up the Dark Mirror at the top of the Gorge. Use in the West Hill Road. Go to the end and left is 3:00. Get the Dark Diamond to be able to see the hidden Dark Beasts (dark spell).

GAME BOY COLOR

Bust-A-Move 4

Extra Puzzles



On the Title Screen (before "Pro as Star" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

CODES, CHEATS AND STRATEGIES ON THE WEB

Codes and strategies for this game
<http://www.cheats.com/>
Features: Website link



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NEXT MONTH

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All Things Spider-Man

We'll have a full preview of the games for the PlayStation and N64, plus info on the new TV series, the comic books and we'll even be interviewing people from Marvel Comics.



Subject to this shot, Spider-Man is looking very good



ELECTRONIC GAMING MONTHLY

- **Reviews:** *Final Fantasy VII*, *WWF Attitude*, *NCAA College Football 2000*
- **Reviews:** *All the Dreamcast launch games*
- **Previews:** *Madden NFL 2000* for the N64
- **News:** "Scoop" Johnson brings you the first on the DC
- **Tons of Tricks** for the DC launch lineup + **Official GameShark codes**
- **News on Square's** next batch of games

PlayStation Magazine

Sept. 1999

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EXPERT GAMER

Sept. 1999

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Final Fantasy and Football

It's finally football time again, and *IGN* will have the only truly in-depth look at *Madden NFL 2000* and *NFL GameDay 2000*. Also, in addition to tons of reviews and previews, we'll have a feature story on *Final Fantasy VIII*.



Demo Disc

Playables:

- *Summer Game*
- *Chocobo Racing*
- *Final*
- *Sind Storm*
- *Musica Grand Prix*

New Playables:

- *NFL GameDay 2000*
- *NCAA GameBreaker*
- *Exploit & Secret Missions*
- *Toy Story 2*
- *Thrasher Skate and Destroy*

Get Some Attitude

EG breaks down what looks to be the hottest wrestling game of the year in *WWF Attitude*. With our moves and strategies, you'll be laying down the smack in no time! Next month's issue will also feature our long-awaited legacy of *Kain's Soul* flavor strategy. Our maps will make sure you make it through this challenging 3D adventure. Finally, take a road trip and leave the fuz behind with our *Driver* guide.

Combine the mat with *EG's Attitude* guide!

- **Attitude moves** for all wrestlers
- **Detailed Kain walk-through**
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- **Pokemon Pinball** quick-hit



IGN, Madden Football, and Expert Gamer are subject to change

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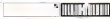
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